

**4th Annual
Cougar Nation Classic
AFJROTC Drill Competition
29 February 2020**



Standard Operating Procedure (SOP)

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SECTION 1 - OVERVIEW

- 1. PURPOSE.** The purpose of the Cougar Nation Classic JROTC Drill Competition is to provide an opportunity for JROTC Drill Teams to participate in a drill competition and for the cadets of the TX-794 AFJROTC to plan and manage a service event for other programs.
- 2. LOCATION/DATE/TIMES.** The competition will be held at Cooper High School, 3639 Sayles Blvd, Abilene, TX, 79605, on Saturday, 29 February 2020. Competition times will start at 0900 and end with the awards ceremony at approximately 1700.
- 3. ENTRY FEES.** The fee for **each team/event is \$35.00**. Please make checks payable to “**Cooper HS AFJROTC.**”
- 4. HOW TO ENTER.** Email or call to tell us which teams you will enter. Then complete the enclosed entry form and return it, with a check for your entry fees, as soon as possible, but, NLT the day of competition. Please try to pay your entry fees when you enter. Because we pay almost all of the expenses up-front, it helps us if you do that. However, you may bring payment with you as long as we have a definite commitment from you.
- 5. ARRIVAL.** Schools may begin reporting in at 0730, 29 February 2020 at Cooper High School in the rear foyer of the gym (see competition site map.) Buses may drop off cadets in this corner of the parking lot, but then must circle around to park at the north end of the lot. Cars/SUVs may park in this area as well. Overflow parking will have to park on the curb outside of the parking lot.
- 6. DRESSING ROOMS/CLASSROOMS.** The Cooper gym male/female locker rooms will be available for cadets to change. Additionally, each school attending will be assigned a classroom to stage out of. No food or drinks will be allowed in the classrooms and schools are required to leave the room in the condition found. ***AFJROTC TX-794, Cooper High School and Abilene ISD assume no responsibility for lost, damaged or stolen equipment.*** Please ensure all personal valuables (i.e. money, cell phones, IPODs, etc.) are secured on buses or with associated school instructors.
- 7. INCLEMENT WEATHER.** This completion will be held regardless of weather conditions. In case of bad weather, we will attempt to move the PT Phase into the gyms/breezeways.
- 8. CONCESSIONS/FOOD.** TX-794 will operate a concession stand until 1500 hours. Additionally, there are several eating establishments within a short drive of the campus.
- 9. COMPETITION DIRECTOR.** The Competition Director is MSgt Ron Deos, ronald.deos@abileneisd.org, office phone 325-691-1000 ext 8382, cell phone 325-864-7591. Questions concerning any portion of this SOP should be addressed to the Competition Director.
- 10. SOP REVIEW AND COMPLIANCE.** It is imperative each team commander and instructor thoroughly review and comply with all rules and procedures contained in this SOP.

SECTION 2 – EVENTS AND GENERAL COMPETITION GUIDELINES

1. EVENTS: The following events will be offered. The specific rules and procedures for each event are outlined in that section of the SOP.

- a. Inspection
- b. Unarmed Regulation
- c. Unarmed Exhibition
- d. Armed Regulation
- e. Armed Exhibition
- f. Male Color Guard
- g. Female Color Guard
- h. Sabre/Sword Regulation
- i. First-year Regulation
- j. Male PT
- k. Female PT
- j. Knock-out Drill (FREE! Does not count toward overall standing.)

2. NUMBER OF TEAMS. Each competing school is limited one team in each event, which means you may enter a maximum of 11 teams. Extra teams WILL NOT be added, even if just for “JV” or “practice.” You may not compete more than one team in the same event. Cadets may participate in as many categories as they wish, but they may not participate in the same category more than once. Just so that there is no confusion, for Color Guard and PT (all other teams may be Co-Ed) this means that you may have:

- a. 1 male and 1 female or 1 male and 1 mixed Color Guard Team. You may **not** enter 2 male, 2 female or a co-ed and a female. (As indicated, female and co-ed color guard are the same category.)
- b. 1 male and 1 female PT team. You **cannot** have 2 male or 2 female teams.

3. GENERAL COMPETITION GUIDELINES.

a. Drill Manuals. All drill will be judged in accordance with Air Force Manual 36-2903, Drill and Ceremonies with the following exceptions:

- (1) The manual of arms for armed drill will be judged in accordance with U.S. Army Training Circular 3-21.5, Drill and Ceremonies.
- (2) All color guard drill, with the exception of the Air Force 24-inch step, will be judged in accordance with U.S. Army Training Circular 3-21.5, Drill and Ceremonies.
- (3) All sabre/sword drill, with the exception of the Air Force 24-inch step, will be judged in accordance with U.S. Army Training Circular 3-21.5, Drill and Ceremonies and the USAF Honor Guard Training Manual (used to judge ceremonial at ease and sabre arch movements.)
- (4) Terms such as “Team,” “Drill Team,” or “Platoon” may be substituted for “Flight” in regulation drill events.

b. Uniform Regulations. With the exception of the Inspection Phase (see inspection phase section for specifics,) all cadet uniform combinations will be at the discretion of the competing team as long as they conform to the HQ AFJROTC Operational Supplement, Paragraph 7.8.1. dated 3 August 2098 or commensurate guidance for other service branches.

- (1) Cadets participating in PT **must** be in Air Force/Unit PT gear and grooming standards or they will not be allowed to compete.
- (2) Leather shoes or Corfram shoes are appropriate wear for all portions of the competition with the exception of PT. While Corframs are comparatively easy to maintain, leather shoes will require far more effort to achieve the same appearance. Should Corfram shoes be worn, the judging standard will demand absolute perfection to achieve the same score as a well-maintained leather shoe.

4. TEAM COMPOSITION. If a team does not have the required number of cadets to compete in a category, the following penalties will be applied. Missing one cadet – 25 points. Missing two cadets – 50 points. Missing more than 2 cadets, team will not be allowed to compete.

- a. Inspection Phase. Each team **MUST** have 10 cadets (commander + 9 members.)
- b. Unarmed Regulation and Exhibition Phase. Each team **MUST** have a **MINIMUM** of 10 cadets (commander + 9 members.)
- c. Armed Regulation and Exhibition Phase. Each team **MUST** have a **MINIMUM** of 10 cadets (commander + 9 members.)
- d. Color guard. Each team **MUST** have 4 cadets, **NO EXCEPTIONS.**
- e. Sabre/Sword Regulation Phase. Each team **MUST** have 9 cadets (commander + two 4-person elements.)
- f. First-year Regulation Phase. Each team **MUST** have a **MINIMUM** of 10 cadets (commander + 9 members.) To qualify as a member of the “1st Year Regulation” team, the cadet must be in their 1st year of JROTC. Their year in high school does not matter. The commander may be no more than a 2nd Year Cadet.
- g. Male/Female PT Phase. Each team **MUST** have 4 male/female cadets respectively, **NO EXCEPTIONS.**

NOTE 1: Except for PT and Male Color Guards, all teams may be co-ed.

NOTE 2: The same cadet may not command both male and co-ed color guards.

5. DRILL AREAS. Competition drill areas/sizes will be as follows:

- a. Inspection. Band Hall. No specific boundaries.
- b. Unarmed and Armed Regulation Drill. Auxiliary Gym. 90’ x 70’.
- c. Unarmed and Armed Exhibition Drill. Drill Pad (Outside). 100’ x 80’.
- d. Color Guard. Main Gym. 40’ x 60’
- e. First Year Regulation and Sabre Drill. Gymnastics Gym. 80’ x 55’.

6. SCHEDULE. Each school must indicate their anticipated arrival time for the day of the competition on their entry form. The competition schedule will be published approximately 1 week prior to the competition.

a. There are no “requested” time slots. If a school has a particular order of competition they would like to follow, contact the competition director. We will try to schedule time between a school’s events to allow cadets who are on multiple teams to make it from one event to another. We’ll attempt to meet any start and finish time constraints for schools traveling a long distance.

b. While there will be no penalty for not meeting a scheduled time, any team not ready to perform at their designated time may be moved to another time in the schedule. Any questions or concerns should be directed to the Competition Director.

7. JUDGES AND JUDGING STANDARDS.

a. Judges will be volunteer active-duty service members from Dyess AFB.

b. All judges will be provided a copy of this SOP and will be thoroughly briefed on the competition rules and standards.

c. At no time during the competition should a judge be approached by any cadet, instructor, parent or other person from the competing schools. Any questions regarding rules, procedures, judging standards, etc., should be directed to the Competition Director.

d. All judges' decisions will be final. Judges will not confer with each other on scores for any particular movement in a drill sequence, however, they may confer on the matter of penalties such as boundary or time penalties, team composition, etc.

8. RERPORTING STATEMENTS. Reporting statements for all drill events must contain as a minimum the school and team name. Other items may certainly be mentioned but are not required. The verbiage of the report out is left up to the unit but it must make clear the unit has completed their performance.

9. USE OF SPORTS NETWORK INTERNATIONAL (SNI) AIR FORCE NATIONAL DRILL MEET INFORMATION. This document maintains copyrighted materials in use for the Air Force National Drill Championships competition. Permission has been granted by Event Manager, Sports Network International. For event details, training materials or other drill information, please contact SNI Competition Director Justin Gates at: 800-327-9311 / drill@thenationals.net / <http://drill.thenationals.net>.

SECTION 3 – SCORING AND AWARDS

1. SCORE SHEETS, RUNNERS, SCORE TABULATION CENTER. As each team finishes a phase of competition, the score sheets will be collected by the runners for that area and turned into the score tabulation center.

2. AWARDS.

a. Awards for each event will be as follows as determined by each team's total points:

Inspection	First, second and third place trophies
Unarmed Regulation	First, second and third place trophies
Unarmed Exhibition	First, second and third place trophies
Armed Regulation	First, second and third place trophies
Armed Exhibition	First, second and third place trophies
Male Color Guard	First, second and third place trophies
Female/Co-ed Color Guard	First, second and third place trophies
Sabre/Sword Regulation	First, second and third place trophies
First-year Regulation	First, second and third place trophies
Male PT	First, second and third place trophies Plus medals for the first place team members
Female PT	First, second and third place trophies Plus medals for the first place team members
Knock-out Drill*	First, second and third place medals

*Does not count towards overall awards.

b. Overall Awards. To determine placement for the overall awards, scores from each competition area will be added together. The schools with the most total points will be awarded the following trophies.

1st Place Overall – Grand Champion Trophy
2nd Place Overall – 2nd Place Overall Trophy
3rd Place Overall – 3rd Place Overall Trophy

c. Schools who do not stay for the awards ceremony may make arrangements for another school to collect their awards or they will be mailed approximately 1 week after the competition.

NOTE: As the host of this event, TX-794 will not compete in this meet. We look forward to providing this competition for **your** teams.

2. TIE-BREAKING CRITERIA.

a. In the event of a tie in any drill competition area, the following criteria will be used to break the tie.

- (1) Least Penalties
- (2) Highest Head Judge Score
- (3) Total judges score *excluding* Head Judge

b. In the event of a tie in a PT competition area, the following criteria will be used to break the tie.

- (1) Most team pushups
- (2) Most team Situps
- (3) Fastest team run time

c. In the event of a tie in the overall awards, the following criteria will be used to break the tie.

- (1) School that participated in the higher number of events.
- (2) Best total finish in Inspection, Unarmed Regulation, and Armed Regulation.

SECTION 4 – INSPECTION PHASE

1. GENERAL. All instructions regarding Flight Inspection rules & regulations will be carried out to the letter to earn a top score. Several procedures have been changed from AFMAN 36-2203 for safety and/or time reasons. Other deviations from this manual will result in lower scores.

2. INSPCETION AREA. Inspection will take place in the band hall. There are no specific boundaries other than centering the team on the head judge.

3. UNIFORM. Cadets are *required to wear their service's* Regulation Service Dress uniform. For AFJROTC Units, in accordance with the AFJROTC Operational Supplement, the following items/options must be worn on/with the service dress uniform.

a. Headgear: Required. Flight “garrison” cap only. No other headgear will be authorized for the inspection phase.

b. Tie/Neck Tab: Required.

c. Rank: Required. Officer rank insignia worn on the service dress coat only. Enlisted rank insignia must also be worn on the blue shirt collar.

d. Silver Nametag: Required.

e. Ribbons: Required.

f. Badges: Optional.

g. Prohibited: Shoulder cords, ascots, gloves, service caps, striped pants.

4. PREPARATION AREA. While the preceding unit is being inspected, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their inspection cadets in the inspection preparation area. As soon as this prior team is finished, spectators should enter the inspection room and turn off all cell phones. At this point, the cadet commander may also very briefly look into the gym to get a feel for the layout.

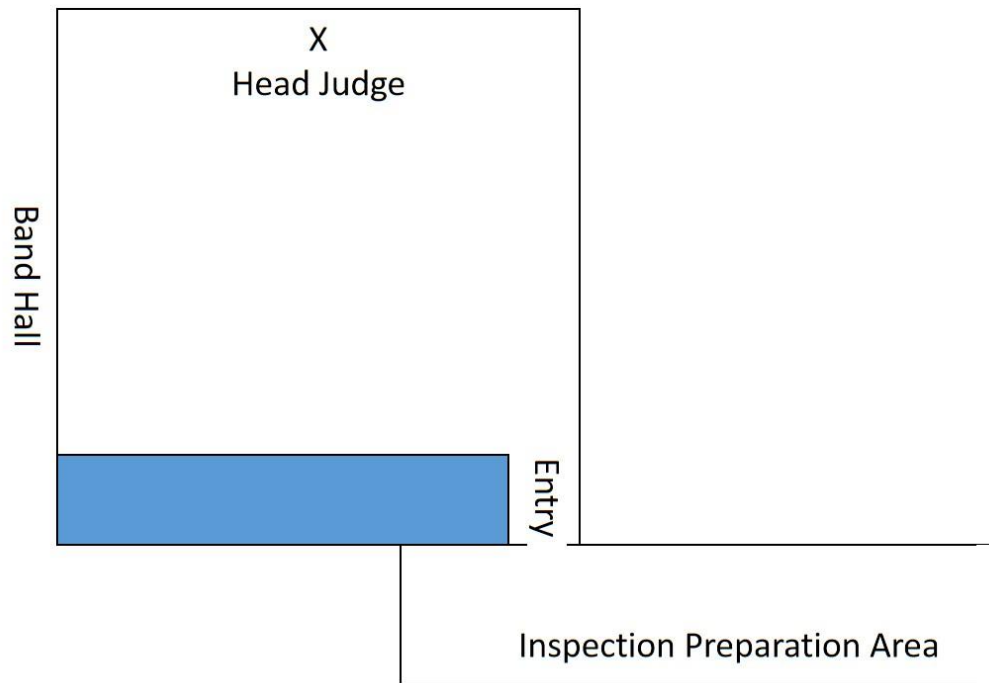
5. REPORTING IN. The Head Judge will state, “XYZ HIGH SCHOOL, REPORT!” Cadet Commander will then command the cadets into the inspection area centering the unit on the Head Judge. The flight MUST be placed in THREE ELEMENTS of THREE cadets in each. The specific manner of entry is up to the unit but you must finish with three elements. Once inside the room, the Cadet Commander halts the flight and faces them centered. At this point, the Cadet Commander will command, “Open Ranks, March”, “Ready Front”, execute an About Face, salute, and then verbally Report In to the Head Judge with the unit at attention. NOTE: Cadet Commander WILL NOT MOVE TO CHECK ALIGNMENT DURING INSPECTION.

6. INSPECTION PROCEDURES. After Report-In, the Head Judge will inspect the commander. The Head Judge will then tell the commander, "PRECEED ME through the Inspection". Cadet Commander will follow these instructions and LEAD the Head Judge through the first rank. The remaining two judges will then step off and begin their Inspection of the other elements. All cadets in ranks should provide a very brief greeting to the Inspection judges when they halt in front of them. An example would be, “Good morning Staff Sergeant, Cadet Phillips ready for your inspection” or similar. When the Head Judge inspects cadet #3 of the 1st squad, the cadet commander is “in space” to the judge’s right. The judge then moves to the rear of the 1st squad and at that point the cadet FOLLOWS the head judge. When the judge reaches the end of the rank, both the judge and the cadet commander move directly to their original positions at the front of the formation. The cadet commander then

FACES THE UNIT to ensure ALL judges have completed their inspection. **NOTE:** While there will be no specific “military knowledge questions,” the judges may engage the cadets in conversation about things such as number of years in JROTC, goals in life, etc. There is no score for “knowledge” although this could affect the cadets “bearing” score.

7. REPORT OUT AND EXIT. Upon seeing all inspection has been completed, the commander then executes “Close Ranks”. The commander then initiates About Face, salutes and verbally reports out to the Head Judge. The judge returns the salute and with that, the cadet commander executes About Face, and issues a command for the unit to exit the area (generally a "Column of Files" command to exit.) An extra cadet, parent or team follower moves quickly and quietly to open and hold the exit door (if present) for the team.

6. INSPECTION AREA LAYOUT.



SECTION 5 – UNARMED REGULATION PHASE

1. GENERAL. All instructions regarding unarmed regulation rules are carried out to the letter to earn a top score. This event will be judged strictly in accordance with AFMAN 36-2203. Any deviations from this manual will result in lower scores. All judging will begin once the first member of the team enters the drill area and will end once the last person of the team exits the drill area.

2. UNARMED REGULATION AREA. The unarmed regulation phase will take place in the auxiliary gym. The Drill Area will be 90' x 70'. NOTE: The front and rear boundaries of this area will be the bleachers and wall respectively.

3. PREPARATION AREA. While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their team in the unarmed preparation area, in the main gym foyer.

4. REPORTING IN. The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" Cadet Commander will then command the cadets into the unarmed area centering the unit on the Head Judge. The head judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary.

5. UNARMED REGULATION PROCEDURES. All of the Flight Regulation drill movements must be executed from memory, in the order they are listed, using the sequence on the score sheet in accordance with AFMAN 36-2203. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. Any team violating this rule will receive a zero from each judge for all individual graded commands performed after violating this rule. All judges will look for cadence and boundary, movement pause, and other violations.

6. REPORT OUT AND EXIT. Conducted correctly, the unarmed regulation sequence ends with the commander/team facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.

SECTION 6 – UNARMED EXHIBITION PHASE

1. GENERAL. Exhibition routines consist of stationary/marching drill movements that are limited only by the imagination & creativity of the drill unit. **HOWEVER**, units should remember that this is a military competition with military judges – therefore design your routines with good military taste. All judging will begin once the first member of the team enters the drill area and will end once the last person of the team exits the drill area.

2. JUDGING AND SCORING. Exhibition judging is subjective. Judges are asked to look at the routine mechanics as well as the togetherness, "snap", style and difficulty of the performance. Also, while the degree of difficulty a unit displays is most certainly a consideration, the flawless perfection of a performance cannot be overlooked.

3. NO CADET MAY BE LIFTED OFF THE MARCHING SURFACE BY ANY MEANS. Therefore, all cadets must drill and perform **ENTIRELY** on the floor. Any cadet who is lifted or otherwise raised off the floor in any manner will cause the judge to immediately move to the team and tell the raised cadet to dismount and the team to leave the floor. The team will also be disqualified from that event at that point.

4. UNARMED EXHIBITION AREA. The unarmed exhibition phase will take place on the Drill Pad behind the JROTC building. The Drill Area will be 100' x 80'.

5. REPORTING IN. The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" Cadet Commander will then command the cadets into the unarmed area centering the unit on the Head Judge. If the cadet commander desires the head judge to be in a different position other than centered on the front boundary, they must inform the head judge prior to entering the drill pad.

6. UNARMED EXHIBITION PROCEDURES. The Routine should be derived from basic drill movements – nothing that hints as dancing moves or excessive hand slapping – professionalism is key. Teams should display their imagination, creativity, pride, and spirit within the content of military bearing.

7. TIME REQUIREMENTS. Time will begin when the reporting salute is dropped and it will end when the team commander reports Exhibition Drill completed. **Routine must be a minimum of five (5) minutes and a maximum of eight (8) minutes.** Teams will be penalized 1 point for each second under or over these time limits.

8. REPORT OUT AND EXIT. The unarmed exhibition routine may end at any point on the drill pad. After reporting out, the commander will have the team exit the drill pad.

SECTION 7 – ARMED REGULATION PHASE

1. GENERAL. All instructions regarding armed regulation rules are carried out to the letter to earn a top score. The marching for this event will be judged strictly in accordance with AFMAN 36-2203 and weapon handling will be judged strictly in accordance with US Army TC 3-21.5. Any deviations from these manuals will result in lower scores. All judging will begin once the first member of the team enters the drill area and will end once the last person of the team exits the drill area.

2. ARMED REGULATION AREA. The armed regulation phase will take place in the auxiliary gym. The Drill Area will be 90' x 70'. NOTE: The front and rear boundaries of this area will be the bleachers and wall respectively.

3. WEAPONS. Teams may utilize any rifle **regardless of weight** (either demilitarized or facsimile). In either case, the drill rifle must: a) be rendered unfireable by either leading the barrel or removing/maintaining no firing pin, AND b) maintain an adjustable sling. Judges will be **STRONGLY** instructed they should score **EVERY** routine granting full points for all movements regardless of weapon weight, however understand judges will fully understand the degree of difficulty present in moving a full weight weapon versus a light facsimile. Armed team cadet commanders **MUST** either carry a rifle, saber or sword during both regulation and exhibition. It is not permitted for a saber/sword to leave a commander's hand at any time upon entering the drill pad.

4. PREPARATION AREA. While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and **QUIETLY** assemble their team in the armed preparation area, in the main gym foyer.

5. REPORTING IN. The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" Cadet Commander will then command the cadets into the armed area centering the unit on the Head Judge. The head judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary.

6. ARMED REGULATION PROCEDURES. All of the Flight Regulation drill movements must be executed from memory, in the order they are listed, using the sequence on the score sheet in accordance with AFMAN 36-2203 and US Army TC 3-21.5. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. Any team violating this rule will receive a zero from each judge for all individual graded commands performed after violating this rule. All judges will look for cadence and boundary, movement pause, and other violations.

7. REPORT OUT AND EXIT. Conducted correctly, the armed regulation sequence ends with the commander/team facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.

SECTION 8 – ARMED EXHIBITION PHASE

1. GENERAL. Exhibition routines consist of stationary/marching drill movements as well as trick rifle maneuvers that are limited only by the imagination & creativity of the drill unit. **HOWEVER**, units should remember that this is a military competition with military judges – therefore design your routines with good military taste. Judging will begin once the first member of the team enters the drill area and will end once the last person of the team exits the drill area.

2. JUDGING AND SCORING. Exhibition judging is subjective. Judges are asked to look at the routine mechanics as well as the togetherness, "snap", style and difficulty of the performance. Also, while the degree of difficulty a unit displays is most certainly a consideration, the flawless perfection of a performance cannot be overlooked.

3. NO CADET MAY BE LIFTED OFF THE MARCHING SURFACE BY ANY MEANS. Therefore, all cadets must drill and perform **ENTIRELY** on the floor. Any cadet who is lifted or otherwise raised off the floor in any manner will cause the judge to immediately move to the team and tell the raised cadet to dismount and the team to leave the floor. The team will also be disqualified from that event at that point.

4. WEAPONS. Teams may utilize any rifle **regardless of weight** (either demilitarized or facsimile). Judges will be **STRONGLY** instructed to score **EVERY** routine granting full points for all movements regardless of weapon weight. Armed team cadet commanders **MUST** either carry a rifle, saber or sword during both regulation and exhibition. It is not permitted for a saber/sword to leave a commander's hand at any time upon entering the drill pad. At no time should rifles be shouldered (as if to simulate firing a weapon,) nor should rifle barrels strike the ground. A 5-point penalty is assessed for each dropped drill rifle during Armed Team Exhibition.

5. ARMED EXHIBITION AREA. The armed exhibition phase will take place on the Drill Pad behind the JROTC building. The Drill Area will be 100' x 80'.

6. REPORTING IN. The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" Cadet Commander will then command the cadets into the armed area centering the unit on the Head Judge. If the cadet commander desires the head judge to be in a different position other than centered on the front boundary, they must inform the head judge prior to entering the drill pad.

7. ARMED EXHIBITION PROCEDURES. The Routine should be derived from basic drill movements – nothing that hints as dancing moves or excessive hand slapping – professionalism is key. Teams should display their imagination, creativity, pride, and spirit within the content of military bearing.

8. TIME REQUIREMENTS. Time will begin when the reporting salute is dropped and it will end when the team commander reports Exhibition Drill completed. **Routine must be a minimum of five (5) minutes and a maximum of eight (8) minutes.** Teams will be penalized 1 point for each second under or over these time limits.

9. REPORT OUT AND EXIT. The armed exhibition routine may end at any point on the drill pad. After reporting out, the commander will have the team exit the drill pad.

SECTION 9 – COLOR GUARD PHASE

- 1. GENERAL.** All schools will utilize US Army TC 3-21.5 for all movements and flag uncasing procedures. Read CAREFULLY EXACTLY what is specified within the TC 3-21.5 and execute as outlined to gain a top score.
- 2. COLOR GUARD AREA.** The color guard phase will take place in the main gym. The Color Guard Area will be 40' x 60'.
- 3. UNIFORM.** As outlined within TC 3-21.5, cartridge/pistol belts are REQUIRED equipment as a part of the color guard competition as regs dictate the folded canvas cases are placed **inside** these belts during Uncase Colors.
- 4. PREPARATION AREA.** While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their team in the armed preparation area, in the main gym foyer.
- 5. REPORTING IN.** The Head Judge will state, “XYZ HIGH SCHOOL, REPORT!” Cadet Commander will then command the cadets into the unarmed area. The color guard will enter the drill pad and execute uncase colors (this may be done at any point on the drill pad.) After uncasing the colors, the color guard commander will command the color guard to a point centering the unit on the Head Judge. The head judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary.
- 6. COLOR GUARD PROCEDURES.** All of the color guard drill movements must be executed from memory, in the order they are listed, using the sequence on the score sheet in accordance with TC 3-21.5. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. Any team violating this rule will receive a zero from each judge for all individual graded commands performed after violating this rule. All judges will look for cadence and boundary, movement pause, and other violations.
- 7. REPORT OUT AND EXIT.** Conducted correctly, the color guard sequence ends with the color guard facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.

SECTION 10 – SABRE/SWORD REGULATION PHASE

1. GENERAL. All instructions regarding sabre/sword regulation rules are carried out to the letter to earn a top score. This event will be judged in accordance with US Army TC 3-21.5 and the USAF Honor Guard Manual. Any deviations from this manual will result in lower scores. All judging will begin once the first member of the team enters the drill area and will end once the last person of the team exits the drill area.

2. SABRE/SWORD REGULATION AREA. The Sabre/Sword regulation phase will take place in the gymnastics gym. The Drill Area will be 80' x 55'. NOTE: The boundaries for the sabre/sword regulation area will be walls on 3 sides and a gymnastics mat on the 4th side. The only “boundary” violations will be for cadets marching into one of these obstacles ☺.

3. PREPARATION AREA. While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their team in the sabre/sword preparation area, gymnastics gym foyer.


4. REPORTING IN. The Head Judge will state, “XYZ HIGH SCHOOL, REPORT!” Cadet Commander will then command the cadets into the sabre/sword area centering the unit on the Head Judge. The head judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary.

5. SABRE/SWORD REGULATION PROCEDURES. All of the Sabre/Sword Regulation drill movements must be executed from memory, in the order they are listed, using the sequence on the score sheet in accordance with US Army TC 3-21.5 and the USAF Honor Guard Manual. **NOTE: Due to the limited space of this gym, commanders may add additional commands to the sequence without penalty.** The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. Any team violating this rule will receive a zero from each judge for all individual graded commands performed after violating this rule. All judges will look for cadence and boundary, movement pause, and other violations.

6. CEREMONIAL AT EASE.

CEREMONIAL AT EASE


CEREMONIAL AT, EASE!



START OF MOVEMENT


On the preparatory command of Ceremonial-At, the officer/enlisted individual will stand fast.

1



On the command of Ease, the right hand lowers with the saber/sword straight, not an angle inward or outward in relationship to the body, the thumb facing outward and the tip of the saber/sword about 6 inches from the matching surface. Simultaneously, the left foot will leave the right foot 6 to 8 inches apart and the left hand is placed in the small of the back, fingers extended and joined, palm is to the rear.


2



(1-2 inches)


The saber/sword is positioned to the front and centered on the body. The tip of the saber/sword is directly between and on-line with the left and right foot. The tip of the saber/sword is approximately 1-2 inches from the marching surface, the right thumb closest to the body; remaining fingers extended and joined farthest from the body. The left hand remains in the small of the back.


3



The left hand repositions and meets the right hand in front of the body. Left hand (fingers extended and joined) lies on top of right hand and thumb wraps around the palm of the hand. NOTE: Once count 3 is complete, slowly lower the saber/sword gently resting on the marching surface.

END OF MOVEMENT






USAF HONOR GUARD
VISUAL GUIDE TO PERFECTION

3 / 5

SABER/SWORD MANUALS

DATE: JAN 06




115.

ORDER FROM CEREMONIAL AT EASE

HONOR, GUARD


START OF MOVEMENT

1



The grip of the saber/sword is grasped securely with the right hand, left hand remains in position.


2



Assume the position of Parade Rest


ATTENTION!

3



Snap to the Position of Attention by sharply returning the saber/sword to the position of carry.

END OF MOVEMENT




USAF HONOR GUARD
VISUAL GUIDE TO PERFECTION

4 / 5

SABER/SWORD MANUALS

DATE: JAN 06



116.

7. THE SABER ARCH: INSTRUCTIONS ADAPTED FROM THE USAF HONOR GUARD MANUAL.

a. To do this movement, the team must be in two elements, four members per element. There should be no problem considering the team should not be more than 9 members including the commander, as per this SOP.

b. Prior to the command Center Face, have one element take one right step and the other one left step. This will create the extra space needed to do the arch.

c. The command Dress Center Dress, calls for the team members to snap their heads down, using their peripheral vision to make small adjustments.

d. On the command Ready, Front, the team members will snap their heads back up and to the front – looking at each other.

e. On the command Present Arch, the team members form the arch by extending their right arm, forming a straight line with their arm and saber. The saber is at a 45 degree upward angle. At this point, the commander will be the only one to march through the arch. The commander will then halt, do an about face and then give the next command.

f. The next command is Order Arch. On this command, the team members will return to the position of order arms.

g. Finally, the command Ready, Face is given. The team members will face in the direction that will create a column formation in preparation for the next command on the command sheet (Column Right). After facing, the elements will again take one left and right step, the opposite of what they did for Center Face, to close the distance between them. The commander will once again position themselves on their flight in preparation for forward march.

8. REPORT OUT AND EXIT. Conducted correctly, the sabre/sword regulation sequence ends with the commander/team facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.

SECTION 11 – FIRST YEAR REGULATION PHASE

1. GENERAL. All instructions regarding first year regulation rules are carried out to the letter to earn a top score. This event will be judged strictly in accordance with AFMAN 36-2203. Any deviations from this manual will result in lower scores. All judging will begin once the first member of the team enters the drill area and will end once the last person of the team exits the drill area.

2. FIRST YEAR REGULATION AREA. The first year regulation phase will take place in the gymnastics gym. The Drill Area will be 80' x 55'. NOTE: The boundaries for the sabre/sword regulation area will be walls on 3 sides and a gymnastics mat on the 4th side. The only "boundary" violations will be for cadets marching into one of these obstacles 😊.

3. PREPARATION AREA/DRILL PAD ENTRY AND EXIT POINTS. While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their team in the first year regulation preparation area, gymnastics gym foyer.

4. REPORTING IN. The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" Cadet Commander will then command the cadets into the first year area centering the unit on the Head Judge. The head judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary.

5. FIRST YEAR REGULATION PROCEDURES. All of the first year regulation drill movements must be executed from memory, in the order they are listed, using the sequence on the score sheet in accordance with AFMAN 36-2203. The entire sequence must be completed from memory. **NOTE: Due to the limited space of this gym, commanders may add additional commands to the sequence without penalty.** No external notes or assistance may be used to complete the drill. Any team violating this rule will receive a zero from each judge for all individual graded commands performed after violating this rule. All judges will look for cadence and boundary, movement pause, and other violations.

6. REPORT OUT AND EXIT. Conducted correctly, the first year regulation sequence ends with the commander/team facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.

SECTION 12 – PHYSICAL TRAINING (PT) PHASE

1. GENERAL. The PT Phase will be conducted IAW Air Force Instruction 36-2905. Each school participating in the PT portion must enter a four male team **and/or** a four female team. PT events are as follows: Push-ups, Sit-ups, Standing Long Jump, and a 4x100 relay team. The same four cadets must participate in all four events.

2. TIMING/ORDER OF PT COMPONENTS. The four PT components will be conducted in the order listed in paragraph 1 above. There will be a 1-minute rest period between components. All 4 members of the team will perform the push-ups at the same time and the sit-ups at the same time.

3. UNIFORM. Cadets may wear either issued military PT uniforms or unit-specific issued uniforms. **NOTE: Cadets not meeting grooming standards WILL NOT be allowed to participate.**

4. PUSH-UPS. The cadet will begin in the starting position with hands slightly wider than shoulder width apart, palms or fists on the floor with arms fully extended and the body in a straight line from head to heel. The feet may be no more than 12 inches apart. The member may rest in the up position only. The cadet may remove their hands or feet from the floor, or bridge or bow their back, but only in the up/rest position. The body should maintain a rigid form from head to heel. The feet may not be supported or braced (e.g., no crossing of the feet). **Complete Push-up.** From the starting position (elbows extended), the member will lower the body to the ground until the upper arm is at least parallel to the floor (elbow bent at least 90 degrees or less) before pushing back up to the starting position (the chest may touch but not rest on or bounce off the floor). The member completes one full push-up after returning to the starting position with elbows fully extended. **Incorrect push-ups (e.g., member does not lower body until upper arm is at least parallel to the floor, member does not fully extend elbows when returning to starting position, body bows at the waist, etc.) will not be counted and the cadet counting will RESTATE THE LAST “GOOD NUMBER” until the competitor properly performs the movement. COMPRESSION SHIRTS OR OTHER “WEIGHTLIFTING” AIDS ARE NOT ALLOWED.**

5. SIT-UPS. The cadet’s knees will be bent at a 90 degree angle (throughout the assessment), with the feet or heels in contact with the floor at all times. The cadet’s arms will be crossed over the chest with the hands/fingers on the shoulders or resting on the upper chest (Army/Navy may lock hands behind the head). **Foot Hold.** The member’s heels must remain anchored to the floor throughout the assessment. The member may request to have their feet held down with the hands or by putting knees on feet but the monitor MAY NOT anchor the member’s legs by holding onto the calves or stand on the feet during the assessment. **Complete Sit-up.** A complete sit-up is accomplished when the upper torso of the member is raised off the floor/mat, the elbows touch the knees or thighs, and the upper torso is lowered back to the floor/mat until the shoulder blades touch the floor/mat. Elbows must touch the knees or thighs at the top of the sit-up, and the shoulder blades must touch the floor/mat at the bottom of the sit-up. Any part of your hands/fingers must remain in contact with your shoulders/upper chest at all times. Incorrect sit-ups (e.g., elbows do not touch the knees or thighs at the top of the sit-up, shoulder blades do not touch the floor/mat at the bottom of the sit-up, hands/fingers lift completely off the shoulders/upper chest, etc.) will not be counted **and the cadet counting will RESTATE THE LAST “GOOD NUMBER” until the competitor properly performs the movement.**

6. STANDING LONG JUMP. There will be no running start. CLEATS ARE NOT ALLOWED. The distance measured is between the starting line and the closest body part of the jumper to the starting line.

7. 4X100 RELAY. The lead runner will start with a relay baton, handing off the baton to follow-on runners. Each runner will cover approximately 100 yds, with lower times garnering higher points totals. Shoes ARE required. CADETS WILL NOT WEAR SPECIALTY RUNNING/TRACK CLEATS.

SECTION 13 – KNOCK-OUT DRILL PHASE

The Knock-out Drill Phase will be conducted after all other events are complete and competition results are being tabulated. This competition is designed to be fun and build spirit amongst the competitors. A series of stationary drill movements will be given and cadets will be eliminated until there are top 3 finishers and 1 champion. All judges' decisions are final and may not be questioned. Once a competitor is "knocked out" they are to leave the formation immediately. Any cadet who argues, complains, or otherwise does not comply with these instructions, may be cause for their entire team/school being eliminated from the competition. All of the rules and expectations will be explained prior to the start of the competition along with an opportunity for cadets to ask questions. **While the goal is for each competitor to perform the drill movements flawlessly, additional emphasis will be placed on the ability of each cadet to perform the "correct" movement and not fall for any "tricks."** A sample of drill commands will also be given prior to the start of the competitions to allow cadets the chance to get accustomed to the drill sergeant's voice. This competition phase is FREE and has no bearing on the overall outcome of the competition standings. The top three finishers will receive medals.

4th Annual Cougar Nation Classic Drill Competition Entry Form



Make Checks payable to: Cooper HS AFJROTC. All Drill Entry Fees must be received by the day of the competition. This form must be mailed, faxed, or E-mailed back to us by **21 February 2020.**

School _____

Point-of-Contact _____

Phone/E-mail _____

Anticipated Arrival Time

<i>Team</i>	<i>Cost</i>	<i>Will your school enter a team in this phase (yes or no)</i>	<i>\$ Total</i>
Inspection	\$35		
Unarmed Regulation Drill	\$35		
Unarmed Exhibition Drill	\$35		
Armed Regulation Drill	\$35		
Armed Exhibition Drill	\$35		
Male Color Guard	\$35		
Female/Co-Ed Color Guard	\$35		
Saber/Sword Regulation Drill	\$35		
1 st Year Regulation Drill	\$35		
Male PT	\$35		
Female PT	\$35		
		*Total	

*If a school enters a team in every category, their total due will be reduced to \$350.00. In other words, enter 10 teams and get 1 free!

Contact Info:

Address: Cooper High School, TX-794 AFJROTC, 3639 Sayles Blvd, Abilene, Texas 79605

Email: ronald.deos@abileneisd.org

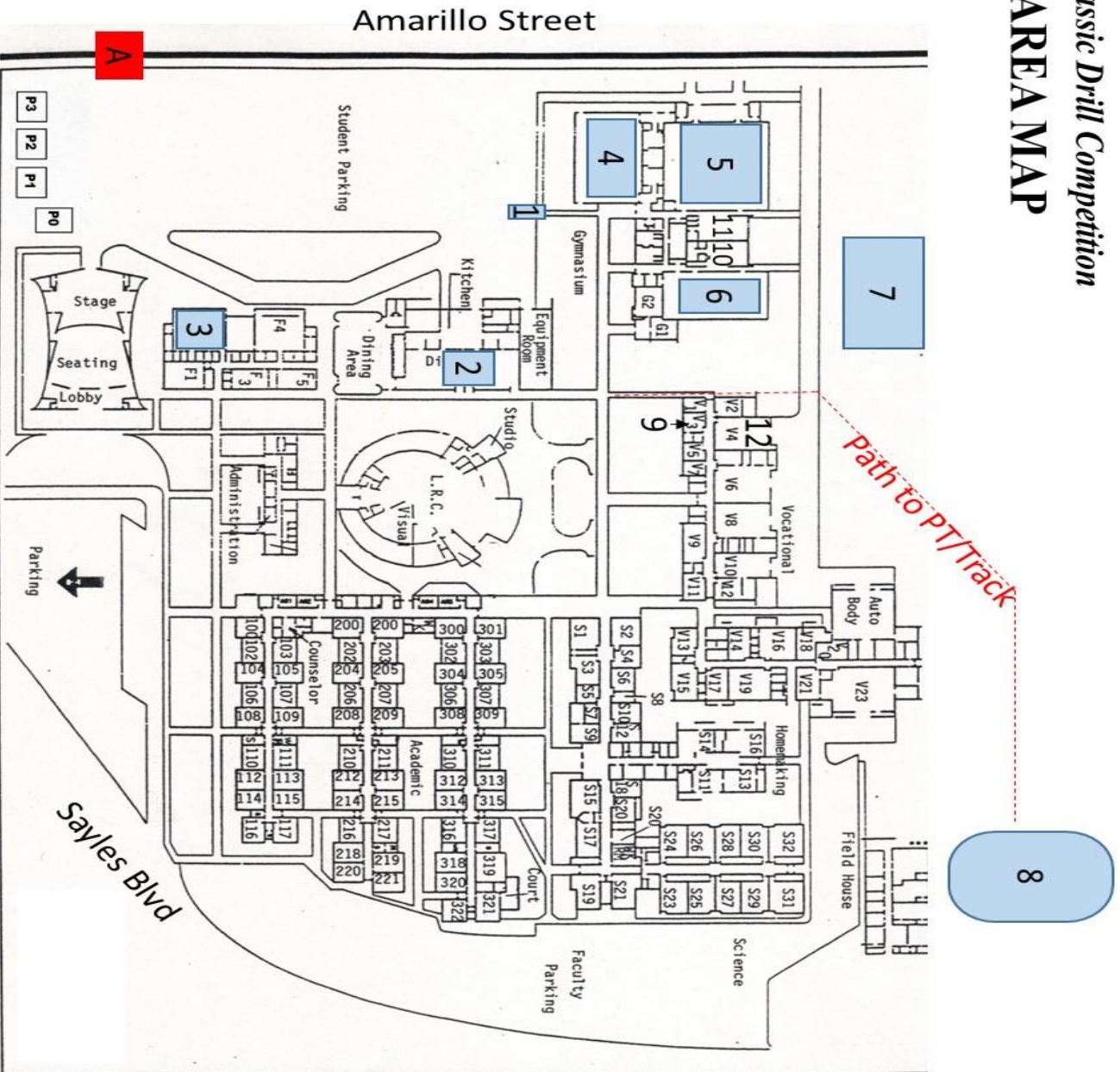
Phone: 325-691-1000 ext 8382

4th Annual Cougar Nation Classic Drill Competition

COMPETITION AREA MAP

A. Bus Entrance

1. Drop off Point/Check-in Station
2. Snack Bar (South Cafeteria)
3. Inspection Area (Band Hall)
4. Unarmed/Armed Regulation Drill Area (Auxiliary Gym)
5. Male/Female Color Guard Area (Main Gym)
6. 1st Year/Sabre Drill Area (Gymnastics Gym)
7. Unarmed/Armed Exhibition Drill Area (JROTC Drill pad)
8. PT Area (Track)
9. Scoring Area (JROTC Classroom)
10. Female Changing Area (Female Locker Room)
11. Male Changing Area (Male Locker Room)
12. Judge/Instructor Hospitality



Cougar Nation Classic Drill Competition
INSPECTION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
---------------------	---------------

<i>Commander Inspection (10 pts each)</i>	<i>Score</i>
1. Bearing	
2. Headgear	
3. Hair	
4. Shave/Makeup	
5. Rank	
6. Nametag	
7. Ribbons	
8. Patches	
9. Buttons	
10. Shirt	
11. Trousers/slacks/skirt	
12. Tie/neck tab	
13. Strings	
14. Footwear	
Total Commander Inspection Score	1

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
1. Voice	
2. Bearing	
3. Positioning	
4. Correct Inspection Procedures <small>(Include entry and exit, open ranks and close ranks, report in and report out)</small>	
Total Commander Actions Score	2

<i>Penalties</i>	
1. Missing 1 cadet – 25 pts	
2. Missing 2 cadets – 50 pts	
3. Not in Service Dress – 50 pts	
Total Penalties	6

<i>First Element Inspection (10 pts each)</i>					
<i>First Element Leader</i>	<i>Score</i>	<i>Second Cadet</i>	<i>Score</i>	<i>Third Cadet</i>	<i>Score</i>
1. Bearing		1. Bearing		1. Bearing	
2. Headgear		2. Headgear		2. Headgear	
3. Hair		3. Hair		3. Hair	
4. Shave/Makeup		4. Shave/Makeup		4. Shave/Makeup	
5. Rank		5. Rank		5. Rank	
6. Nametag		6. Nametag		6. Nametag	
7. Ribbons		7. Ribbons		7. Ribbons	
8. Patches		8. Patches		8. Patches	
9. Buttons		9. Buttons		9. Buttons	
10. Shirt		10. Shirt		10. Shirt	
11. Trousers/slacks/skirt		11. Trousers/slacks/skirt		11. Trousers/slacks/skirt	
12. Tie/tab/ascot		12. Tie/tab/ascot		12. Tie/tab/ascot	
13. Strings		13. Strings		13. Strings	
14. Footwear		14. Footwear		14. Footwear	
Total First Element Leader Inspection Score	3	Total Second Cadet Inspection Score	4	Total Third Cadet Inspection Score	5

Commander Action Score		Commander Inspection Score		First Element Inspection Score		Total Penalties		Total Head Judge Inspection Score
1	+	2	+	3+4+5	-	6	=	max=600

Cougar Nation Classic Drill Competition
INSPECTION PHASE SCORE SHEET (ASSISTANT JUDGE)

Check the Appropriate Box

<input type="checkbox"/> Second Element	<input type="checkbox"/> Third Element
---	--

School/Team:	Judge:
---------------------	---------------

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
1. Voice	
2. Bearing	
3. Positioning	
4. Correct Inspection Procedures <small>(Include entry and exit, open ranks and close ranks, report in and report out)</small>	
Total Commander Actions Score	1

<i>Second Element Inspection (10 pts each)</i>					
<i>Element Leader</i>	<i>Score</i>	<i>Second Cadet</i>	<i>Score</i>	<i>Third Cadet</i>	<i>Score</i>
1. Bearing		1. Bearing		1. Bearing	
2. Headgear		2. Headgear		2. Headgear	
3. Hair		3. Hair		3. Hair	
4. Shave/Makeup		4. Shave/Makeup		4. Shave/Makeup	
5. Rank		5. Rank		5. Rank	
6. Nametag		6. Nametag		6. Nametag	
7. Ribbons		7. Ribbons		7. Ribbons	
8. Patches		8. Patches		8. Patches	
9. Buttons		9. Buttons		9. Buttons	
10. Shirt		10. Shirt		10. Shirt	
11. Trousers/slacks/skirt		11. Trousers/slacks/skirt		11. Trousers/slacks/skirt	
12. Tie/tab/ascot		12. Tie/tab/ascot		12. Tie/tab/ascot	
13. Strings		13. Strings		13. Strings	
14. Footwear		14. Footwear		14. Footwear	
Total Second Element Leader Inspection Score	2	Total Second Cadet Inspection Score	3	Total Third Cadet Inspection Score	4

<i>Commander Action Score</i>		<i>Element Inspection Score</i>		<i>Total Element Inspection Score</i>
1	+	2+3+4	=	max=460

Cougar Nation Classic Drill Competition
INSPECTION PHASE SCORE RECAP SHEET

School/Team: _____

<i>Total Head Judge Inspection Score</i>
max=600

+

<i>Total Second Element Inspection Score</i>
max=460

+

<i>Total Third Element Inspection Score</i>
max=460

=

<i>TOTAL SCHOOL INSPECTION SCORE</i>
max=1520

Cougar Nation Classic Drill Competition

UNARMED REGULATION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
---------------------	---------------

Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.

Movement (5 pts each)	Score	Movement (5 pts each)	Score
Team Enters and Reports in	<i>Scored Below</i>	27. To the Rear, March	
1. Dress Right Dress		27a. Flight Halt	
2. Ready Front		28. Column of Files from the right/Forward March	
3. PARADE REST		28a. Flight Halt	
4. Flight Attention		29. Column of Threes to the Left March	
5. PRESENT ARMS		30. Column Left March/Forward March	
6. Order Arms		31. Double Time, March	
7. COUNT OFF		32. Quick Time March	
8. Right Face		33. Column Left March/Forward March	
9. Close March		34. Close March/Extend March	
10. Extend March		35. Change Step March	
11. Left Face		35a. FLIGHT HALT	
12. Open Ranks March/Ready Front		36. Column Left March/Forward March	
13. Close Ranks March		37. Column ½ Left March	
14. Left Step March		38. Column ½ Left March	
15. FLIGHT HALT		39. To the Rear March	
16. Left Face		40. To the Rear March/Flight Halt	
17. Right Step March (4-step minimum)		41. Forward March/Eyes Right	
17a. Flight Halt		42. Ready Front	
18. Forward March/Flight Halt		43. Column Left March/Forward March	
19. About Face		44. Column Left March/Forward March	
19a. Forward March		44a. FLIGHT HALT	
20. Column Right March/Forward March		45. Forward March	
21. Column Right March/Forward March		46. To the Rear March	
22. Column Right March/Forward March		47. To the Rear March	
23. Left Flank March		48. Half Step March	
24. Right Flank March		48a. Forward March	
24a. FLIGHT HALT		49. Left Flank March	
25. Column Left March/Forward March		50. Change Step March	
26. To the Rear March		50a. Flight Halt	
		Report Out and Exit	<i>Scored Below</i>
Column 1 Total		Column 2 Total	
	1		2

Commander Actions: (10 pts Each)	Score	Penalties	
1. Entrance and Report In		1. Missing 1 cadet – 25 pts	
2. Voice		2. Missing 2 cadets – 50 pts	
3. Bearing		3. Boundary Violations (# ____ x 5)	
4. Positioning		4. Movement Pause Violations (# ____ x 5)	
5. Report Out and Exit			
	3	Total Penalties	4

Column 1 Total	+	Column 2 Total	+	Commander Action Score	-	Total Penalties	=	Total Head Judge Score
1		2		3		4		max=295

Cougar Nation Classic Drill Competition

UNARMED REGULATION PHASE SCORE SHEET (ASSISTANT JUDGE)

School/Team:	Judge:
---------------------	---------------

<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>	<i>Movement (5 pts each)</i>	<i>Score</i>
Team Enters and Reports in	<i>Scored Below</i>	27. To the Rear, March	
1. Dress Right Dress		27a. Flight Halt	
2. Ready Front		28. Column of Files from the right/Forward March	
3. PARADE REST		28a. Flight Halt	
4. Flight Attention		29. Column of Threes to the Left March	
5. PRESENT ARMS		30. Column Left March/Forward March	
6. Order Arms		31. Double Time, March	
7. COUNT OFF		32. Quick Time March	
8. Right Face		33. Column Left March/Forward March	
9. Close March		34. Close March/Extend March	
10. Extend March		35. Change Step March	
11. Left Face		35a. FLIGHT HALT	
12. Open Ranks March/Ready Front		36. Column Left March/Forward March	
13. Close Ranks March		37. Column ½ Left March	
14. Left Step March		38. Column ½ Left March	
15. FLIGHT HALT		39. To the Rear March	
16. Left Face		40. To the Rear March/Flight Halt	
17. Right Step March (4-step minimum)		41. Forward March/Eyes Right	
17a. Flight Halt		42. Ready Front	
18. Forward March/Flight Halt		43. Column Left March/Forward March	
19. About Face		44. Column Left March/Forward March	
19a. Forward March		44a. FLIGHT HALT	
20. Column Right March/Forward March		45. Forward March	
21. Column Right March/Forward March		46. To the Rear March	
22. Column Right March/Forward March		47. To the Rear March	
23. Left Flank March		48. Half Step March	
24. Right Flank March		48a. Forward March	
24a. FLIGHT HALT		49. Left Flank March	
25. Column Left March/Forward March		50. Change Step March	
26. To the Rear March		50a. Flight Halt	
		Report Out and Exit	<i>Scored Below</i>
Column 1 Total		1	Column 2 Total
			2

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
1. Entrance and Report In	
2. Voice	
3. Bearing	
4. Positioning	
5. Report Out and Exit	
3	

Column 1 Total	Column 2 Total	Commander Action Score	Total Judge Score
1	2	3	max=295

Cougar Nation Classic Drill Competition
UNARMED REGULATION PHASE SCORE RECAP SHEET

School/Team: _____

<i>Total Head Judge Score</i>
max=295

<i>Total Judge #2 Score</i>
max=295

+

<i>Total Judge #3 Score</i>
max=295

+

<i>Total Judge #4 Score</i>
max=295

+

TOTAL SCHOOL UNARMED REGULATION SCORE
max=1180

=

Cougar Nation Classic Drill Competition

UNARMED EXHIBITION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
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<i>Graded Area (10 pts each)</i>	<i>Score</i>
1. REPORT IN Verbal report in; all movements to enter floor & report in to HJ	
2. REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	
3. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	
4. Routine FLOOR USE Meaningful use of the entire drill floor	
5. Team/Cadet BEARING Body & facial control, military carriage	
6. Routine MARCHING Dress, alignment and marching proficiency	
7. Routine VARIETY Diversity of movements to display overall excellence	
8. Routine DIFFICULTY Routine as presented required MUCH PRACTICE!	
9. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
10. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	
11. Routine COMPOSITION & FLOW Routine is unique & well-constructed w/fitting transitions	
12. OVERALL IMPRESSION Subjective score of entire routine as presented	
13. MILITARY Flavor Routine proudly befits a military competition	
Routine Total	1

<i>Penalties</i>	
1. Missing 1 cadet – 25 pts	
2. Missing 2 cadets – 50 pts	
3. Boundary Violations (# ____ x 5)	Actual Time
4. Time Violation (Seconds over/under time)	
Total Penalties	2

Routine Total	-	Total Penalties	=	Total Head Judge Score
1		2		max=130

Cougar Nation Classic Drill Competition

UNARMED EXHIBITION PHASE SCORE SHEET (ASSISTANT JUDGE)

School/Team:	Judge:
---------------------	---------------

<i>Graded Area (10 pts each)</i>	<i>Score</i>
1. REPORT IN Verbal report in; all movements to enter floor & report in to HJ	
2. REPORT OUT Verbal report out; all movements to report out to HJ & exit floor	
3. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	
4. Routine FLOOR USE Meaningful use of the entire drill floor	
5. Team/Cadet BEARING Body & facial control, military carriage	
6. Routine MARCHING Dress, alignment and marching proficiency	
7. Routine VARIETY Diversity of movements to display overall excellence	
8. Routine DIFFICULTY Routine as presented required MUCH PRACTICE!	
9. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
10. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	
11. Routine COMPOSITION & FLOW Routine is unique & well-constructed w/fitting transitions	
12. OVERALL IMPRESSION Subjective score of entire routine as presented	
13. MILITARY Flavor Routine proudly befits a military competition	
<i>Routine Total</i>	1

<i>Total Judge Score</i>
1
max=130

Cougar Nation Classic Drill Competition
UNARMED EXHIBITION PHASE SCORE RECAP SHEET

School/Team:

<i>Total Head Judge Score</i>
max=130

+	<table border="1" style="width: 100%;"><tr><td style="text-align: center; padding: 5px;"><i>Total Judge #2 Score</i></td></tr><tr><td style="text-align: center; padding: 5px;">max=130</td></tr></table>	<i>Total Judge #2 Score</i>	max=130
<i>Total Judge #2 Score</i>			
max=130			

+	<table border="1" style="width: 100%;"><tr><td style="text-align: center; padding: 5px;"><i>Total Judge #3 Score</i></td></tr><tr><td style="text-align: center; padding: 5px;">max=130</td></tr></table>	<i>Total Judge #3 Score</i>	max=130
<i>Total Judge #3 Score</i>			
max=130			

+	<table border="1" style="width: 100%;"><tr><td style="text-align: center; padding: 5px;"><i>Total Judge #4 Score</i></td></tr><tr><td style="text-align: center; padding: 5px;">max=130</td></tr></table>	<i>Total Judge #4 Score</i>	max=130
<i>Total Judge #4 Score</i>			
max=130			

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<i>TOTAL SCHOOL UNARMED EXHIBITION SCORE</i>			
max=520			

Cougar Nation Classic Drill Competition
ARMED REGULATION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
---------------------	---------------

<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>	<i>Movement (5 pts each)</i>	<i>Score</i>
Team Enters and Reports in	<i>Scored Below</i>	25. Column Left March/Forward March	
1. Inspection Arms		26. To the Rear March	
2. Ready, Port Arms (or Port Arms)		27. To the Rear March	
3. Order Arms		27a. Flight Halt	
4. Dress Right Dress		28. Port Arms	
5. Ready Front		29. Column of Files from the Right, Forward March	
6. PARADE REST		29a. Flight Halt	
7. Flight, Attention		30. Column of Threes to the Left, March	
8. 15-Count Manual Arms**		31. Column Left March/Forward March	
9. Right, Face/Count, Off		32. Double Time March	
10. Close March		33. Quick Time March	
11. Extend March/Left Face		34. Column Left March/Forward March	
12. Open Ranks March (Ready Front)		35. Right Shoulder Arms	
13. Close Ranks March		35a. FLIGHT HALT	
14. Left Step March		36. Column Left March/Forward March	
15. FLIGHT HALT		37. Column 1/2 Left March	
16. Left Face		38. Column 1/2 Left March	
17. Right Step March		39. To the Rear March	
17a. Flight Halt		40. To the Rear March/Flight Halt	
18. About Face		41. Forward March/Eyes Right	
19. Right Shoulder Arms		42. Ready Front	
19a. Forward March		43. Column Left March/Forward March	
20. Column Right March/Forward March		44. Left Shoulder Arms	
21. Column Right March/Forward March		45. Column Left March/Forward March	
22. Column Right March/Forward March		46. Change Step March	
23. Left Flank March		47. Left Flank March	
24. Right Flank March		47a. Flight Halt	
24a. FLIGHT HALT		Report Out and Exit	<i>Scored Below</i>
Column 1 Total	1	Column 2 Total	2

**consists of: order, right shoulder, left shoulder, present, order arms (US Army TC 3-21.5, pg.4-10)

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>	<i>Penalties</i>	
1. Entrance and Report In		1. Missing 1 cadet – 25 pts	
2. Voice		2. Missing 2 cadets – 50 pts	
3. Bearing		3. Boundary Violations (# ____ x 5)	
4. Positioning		4. Movement Pause Violations (# ____ x 5)	
5. Report Out and Exit			
	3	Total Penalties	4

<i>Column 1 Total</i>	+	<i>Column 2 Total</i>	+	<i>Commander Action Score</i>	-	<i>Total Penalties</i>	=	<i>Total Head Judge Score</i>
1		2		3		4		max=290

Cougar Nation Classic Drill Competition

ARMED REGULATION PHASE SCORE SHEET (ASSISTANT JUDGE)

School/Team:	Judge:
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<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>	<i>Movement (5 pts each)</i>	<i>Score</i>
Team Enters and Reports in	<i>Scored Below</i>	25. Column Left March/Forward March	
1. Inspection Arms		26. To the Rear March	
2. Ready, Port Arms (or Port Arms)		27. To the Rear March	
3. Order Arms		27a. Flight Halt	
4. Dress Right Dress		28. Port Arms	
5. Ready Front		29. Column of Files from the Right, Forward March	
6. PARADE REST		29a. Flight Halt	
7. Flight, Attention		30. Column of Threes to the Left, March	
8. 15-Count Manual Arms**		31. Column Left March/Forward March	
9. Right, Face/Count, Off		32. Double Time March	
10. Close March		33. Quick Time March	
11. Extend March/Left Face		34. Column Left March/Forward March	
12. Open Ranks March (Ready Front)		35. Right Shoulder Arms	
13. Close Ranks March		35a. FLIGHT HALT	
14. Left Step March		36. Column Left March/Forward March	
15. FLIGHT HALT		37. Column 1/2 Left March	
16. Left Face		38. Column 1/2 Left March	
17. Right Step March		39. To the Rear March	
17a. Flight Halt		40. To the Rear March/Flight Halt	
18. About Face		41. Forward March/Eyes Right	
19. Right Shoulder Arms		42. Ready Front	
19a. Forward March		43. Column Left March/Forward March	
20. Column Right March/Forward March		44. Left Shoulder Arms	
21. Column Right March/Forward March		45. Column Left March/Forward March	
22. Column Right March/Forward March		46. Change Step March	
23. Left Flank March		47. Left Flank March	
24. Right Flank March		47a. Flight Halt	
24a. FLIGHT HALT		Report Out and Exit	<i>Scored Below</i>
Column 1 Total	1	Column 2 Total	2

**consists of: order, right shoulder, left shoulder, present, order arms (US Army TC 3-21.5, pg.4-10)

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
1. Entrance and Report In	
2. Voice	
3. Bearing	
4. Positioning	
5. Report Out and Exit	
	3

Column 1 Total	+	Column 2 Total	+	Commander Action Score	=	Total Judge Score
1		2		3		max=290

ARMED REGULATION PHASE SCORE RECAP SHEET

School/Team:

<i>Total Head Judge Score</i>
max=290

<i>Total Judge #2 Score</i>
max=290

<i>Total Judge #3 Score</i>
max=290

<i>Total Judge #4 Score</i>
max=290

TOTAL SCHOOL ARMED REGULATION SCORE
max=1160

Cougar Nation Classic Drill Competition

ARMED EXHIBITION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
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<i>Graded Area (10 pts each)</i>	<i>Score</i>
1. REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	
2. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	
3. Routine COMPOSITION & FLOW Routine is unique & well constructed w/fitting transitions	
4. OVERALL IMPRESSION Subjective score of entire routine as presented	
5. Team/Cadet BEARING Body & facial control, military carriage	
6. Routine MARCHING Dress, alignment & marching proficiency; use of drill floor	
7. Routine VARIETY Diversity of movements to display overall excellence	
8. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
9. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	
10. Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	
11. Routine DIFFICULTY (Floor) Cadence changes, interweaving and other difficult marching	
12. Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	
13. MILITARY Flavor Routine proudly befits a military competition	
Routine Total	1

<i>Penalties</i>	
1. Missing 1 cadet – 25 pts	
2. Missing 2 cadets – 50 pts	
3. Dropped Rifle (# ____ x 5)	
4. Boundary Violations (# ____ x 5)	Actual Time
5. Time Violation (Seconds over/under time)	
Total Penalties	2

Routine Total	-	Total Penalties	=	Total Head Judge Score
1		2		max=130

Cougar Nation Classic Drill Competition

ARMED EXHIBITION PHASE SCORE SHEET (ASSISTANT JUDGE)

School/Team:	Judge:
---------------------	---------------

<i>Graded Area (10 pts each)</i>	<i>Score</i>
1. REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	
2. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	
3. Routine COMPOSITION & FLOW Routine is unique & well constructed w/fitting transitions	
4. OVERALL IMPRESSION Subjective score of entire routine as presented	
5. Team/Cadet BEARING Body & facial control, military carriage	
6. Routine MARCHING Dress, alignment & marching proficiency; use of drill floor	
7. Routine VARIETY Diversity of movements to display overall excellence	
8. Routine PRECISION Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
9. Routine SHOWMANSHIP Flair, style and “wow factor” that turns heads / rivets watchers	
10. Handling of the WEAPON Weapon maneuvers & manipulation look skilled & effortless	
11. Routine DIFFICULTY (Floor) Cadence changes, interweaving and other difficult marching	
12. Routine DIFFICULTY (Aerial) Rifle spins, tosses and throws that leave the hand	
13. MILITARY Flavor Routine proudly befits a military competition	
<i>Routine Total</i>	1

<i>Total Judge Score</i>
1
max=130

Cougar Nation Classic Drill Competition
ARMED EXHIBITION PHASE SCORE RECAP SHEET

School/Team: _____

<i>Total Head Judge Score</i>
max=130

+

<i>Total Judge #2 Score</i>
max=130

+

<i>Total Judge #3 Score</i>
max=130

+

<i>Total Judge #4 Score</i>
max=130

=

TOTAL SCHOOL ARMED EXHIBITION SCORE
max=520

Cougar Nation Classic Drill Competition
COLOR GUARD PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
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Check the Appropriate Box		
	Male Color Guard	Female/Co-Ed Color Guard
<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>		
<i>Movement</i>	<i>Value</i>	<i>Score</i>
1. Uncase Colors ³	25 pts	
2. Report In ¹	10 pts	
3. Colors Reverse March (forward march)	10 pts	
4. Left Wheel March (forward march)	10 pts	
5. Colors Reverse March (forward march)	10 pts	
6. Color Guard, Halt	10 pts	
7. Order Colors	10 pts	
8. Parade Rest	10 pts	
9. Color Guard, Attention	10 pts	
10. CARRY COLORS	10 pts	
10a. Forward March	10 pts	
11. Right Wheel March (forward march)	10 pts	
12. Right Wheel March (forward march)	10 pts	
13. Colors Reverse March (forward march)	10 pts	
14. Eyes Right	10 pts	
15. Ready Front	10 pts	
16. Left Wheel March (forward march)	10 pts	
17. Left Wheel March (forward march)	10 pts	
18. Left Wheel March (forward march)	10 pts	
18a. COLOR GUARD, HALT	10 pts	
19. Report Out ²	10 pts	
Routine Total		1

- ¹ **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.
² **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.
³ **Uncase Colors** - all of the movements required to correctly uncase the colors (can be done anywhere on the drill floor).

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>	<i>Penalties</i>
1. Voice		1. Boundary Violations (# ____ x 5)
2. Bearing		2. Movement Pause Violations (# ____ x 5)
Commander Actions Total	2	Total Penalties
		3

Routine Total		Commander Action Score		Total Penalties		Total Head Judge Score
1	+	2	-	3	=	max=245

COLOR GUARD PHASE SCORE SHEET (ASSISTANT JUDGE)

School/Team:	Judge:
---------------------	---------------

Check the Appropriate Box		
Male Color Guard		Female/Co-Ed Color Guard
<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>		
<i>Movement</i>	<i>Value</i>	<i>Score</i>
1. Uncase Colors ³	25 pts	
2. Report In ¹	10 pts	
3. Colors Reverse March (forward march)	10 pts	
4. Left Wheel March (forward march)	10 pts	
5. Colors Reverse March (forward march)	10 pts	
6. Color Guard, Halt	10 pts	
7. Order Colors	10 pts	
8. Parade Rest	10 pts	
9. Color Guard, Attention	10 pts	
10. CARRY COLORS	10 pts	
10a. Forward March	10 pts	
11. Right Wheel March (forward march)	10 pts	
12. Right Wheel March (forward march)	10 pts	
13. Colors Reverse March (forward march)	10 pts	
14. Eyes Right	10 pts	
15. Ready Front	10 pts	
16. Left Wheel March (forward march)	10 pts	
17. Left Wheel March (forward march)	10 pts	
18. Left Wheel March (forward march)	10 pts	
18a. COLOR GUARD, HALT	10 pts	
19. Report Out ²	10 pts	
Routine Total	1	

- ¹ **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.
² **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.
³ **Uncase Colors** - all of the movements required to correctly uncase the colors (can be done anywhere on the drill floor).

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
1. Voice	
2. Bearing	
Commander Actions Total	2

Routine Total		Commander Action Score		Total Judge Score
1	+	2	=	max=245

Cougar Nation Classic Drill Competition
COLOR GUARD PHASE SCORE RECAP SHEET

School/Team: _____

Check the Appropriate Box

<input type="checkbox"/>	Male Color Guard	<input type="checkbox"/>	Female/Co-Ed Color Guard
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Total Head Judge Score

max=245

Total Judge #2 Score

+

max=245

Total Judge #3 Score

+

max=245

Total Judge #4 Score

+

max=245

**TOTAL SCHOOL COLOR
GUARD SCORE**

=

max=980

Cougar Nation Classic Drill Competition

SABRE/SWORD REGULATION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
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Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.

Movement (5 pts each)	Score	Movement (5 pts each)	Score
Team Enters and Reports in	<i>Scored Below</i>	23. Right Flank, March	
1. Draw Sabers		24. To the Rear, March	
2. PRESENT ARMS		25. To the Rear, March	
3. Order, Arms		26. Half Step, March	
4. Ceremonial At Ease		27. Mark Time March	
5. Attention		28. FLIGHT, HALT	
6. Right, Face		29. Center, Face	
7. Forward march		30. Dress Center, Dress	
8. Right Flank, March		31. Ready, Front	
9. Left Flank, March		32. Present Arch	
10. Column right March (Forward march)		33. Order Arch	
11. To the Rear, March		34. Ready, Face	
12. To the Rear, March		35. Forward, March	
13. Change Step, March		36. Column Right, March (Forward march)	
14. Column Right march (Forward march)		37. Flight, Halt	
15. Eyes, Right		38. Left, Face	
16. Ready, Front		39. Right Step, March	
17. FLIGHT, HALT		40. Flight, Halt	
18. Parade, Rest		41. Present Arms	
19. Flight, Attention		42. Order Arms	
20. Forward, March		43. Return Sabers	
21. Column right march (Forward march)		Report Out and Exit	<i>Scored Below</i>
22. Left Flank, March			
Column 1 Total	1	Column 2 Total	2

Commander Actions: (10 pts Each)	Score	Penalties	
1. Entrance and Report In		1. Missing 1 cadet – 25 pts	
2. Voice		2. Missing 2 cadets – 50 pts	
3. Bearing		3. Boundary Violations (# ____ x 5)	
4. Positioning		4. Movement Pause Violations (# ____ x 5)	
5. Report Out and Exit			
	3	Total Penalties	4

<i>Column 1 Total</i>	+	<i>Column 2 Total</i>	+	<i>Commander Action Score</i>	-	<i>Total Penalties</i>	=	<i>Total Head Judge Score</i>
1		2		3		4		max=240

Cougar Nation Classic Drill Competition
SABRE/SWORD REGULATION PHASE SCORE SHEET
(ASSISTANT JUDGE)

School/Team:	Judge:
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<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>			
Movement (5 pts each)	Score	Movement (5 pts each)	Score
Team Enters and Reports in	<i>Scored Below</i>	23. Right Flank, March	
1. Draw Sabers		24. To the Rear, March	
2. PRESENT ARMS		25. To the Rear, March	
3. Order, Arms		26. Half Step, March	
4. Ceremonial At Ease		27. Mark Time March	
5. Attention		28. FLIGHT, HALT	
6. Right, Face		29. Center, Face	
7. Forward march		30. Dress Center, Dress	
8. Right Flank, March		31. Ready, Front	
9. Left Flank, March		32. Present Arch	
10. Column right March (Forward march)		33. Order Arch	
11. To the Rear, March		34. Ready, Face	
12. To the Rear, March		35. Forward, March	
13. Change Step, March		36. Column Right, March (Forward march)	
14. Column Right march (Forward march)		37. Flight, Halt	
15. Eyes, Right		38. Left, Face	
16. Ready, Front		39. Right Step, March	
17. FLIGHT, HALT		40. Flight, Halt	
18. Parade, Rest		41. Present Arms	
19. Flight, Attention		42. Order Arms	
20. Forward, March		43. Return Sabers	
21. Column right march (Forward march)		Report Out and Exit	<i>Scored Below</i>
22. Left Flank, March			
Column 1 Total	1	Column 2 Total	2

<i>Commander Actions: (10 pts Each)</i>		<i>Score</i>
1. Entrance and Report In		
2. Voice		
3. Bearing		
4. Positioning		
5. Report Out and Exit		
		3

<i>Column 1 Total</i>		<i>Column 2 Total</i>		<i>Commander Action Score</i>		<i>Total Judge Score</i>
1	+	2	+	3	=	max=240

Cougar Nation Classic Drill Competition
SABRE/SWORD REGULATION PHASE SCORE RECAP SHEET

School/Team:

<i>Total Head Judge Score</i>
max=240

+

<i>Total Judge #2 Score</i>
max=240

+

<i>Total Judge #3 Score</i>
max=240

+

<i>Total Judge #4 Score</i>
max=240

=

<i>TOTAL SCHOOL SABRE/SWORD REGULATION SCORE</i>
max=960

Cougar Nation Classic Drill Competition

FIRST YEAR REGULATION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:	Judge:
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Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.

Movement (5 pts each)	Score	Movement (5 pts each)	Score
Team Enters and Reports in	<i>Scored Below</i>	18. Forward March	
1. Order Arms		19. To the Rear March	
2. Parade Rest		20. To the Rear March	
3. Attention		21. Column Right March	
4. OPEN RANKS MARCH		22. Forward March	
5. Ready Front		23. Eyes Right	
6. Close Ranks March		24. Ready Front	
7. Present Arms		25. Column Right March	
8. Order Arms		26. Forward March	
9. Parade Rest		27. Change Step March	
10. Attention		28. Column Right March	
11. Left Face		29. Forward March	
12. ABOUT FACE		30. FLIGHT HALT	
13. Forward March		31. Left Face	
14. Right Flank March		32. Right Step March	
15. Left Flank March		33. Flight Halt	
16. Column Right March		Report Out and Exit	<i>Scored Below</i>
<i>Column 1 Total</i>	1	<i>Column 2 Total</i>	2

Commander Actions: (10 pts Each)	Score	Penalties	
1. Entrance and Report In		1. Missing 1 cadet – 25 pts	
2. Voice		2. Missing 2 cadets – 50 pts	
3. Bearing		3. Boundary Violations (# ____ x 5)	
4. Positioning		4. Movement Pause Violations (# ____ x 5)	
5. Report Out and Exit			
	3	<i>Total Penalties</i>	4

<i>Column 1 Total</i>	+	<i>Column 2 Total</i>	+	<i>Commander Action Score</i>	-	<i>Total Penalties</i>	=	<i>Total Head Judge Score</i>
1		2		3		4		max=210

Cougar Nation Classic Drill Competition

FIRST YEAR REGULATION PHASE SCORE SHEET (ASSISTANT JUDGE)

School/Team:	Judge:
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<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>	<i>Movement (5 pts each)</i>	<i>Score</i>
Team Enters and Reports in	<i>Scored Below</i>	18. Forward March	
1. Order Arms		19. To the Rear March	
2. Parade Rest		20. To the Rear March	
3. Attention		21. Column Right March	
4. OPEN RANKS MARCH		22. Forward March	
5. Ready Front		23. Eyes Right	
6. Close Ranks March		24. Ready Front	
7. Present Arms		25. Column Right March	
8. Order Arms		26. Forward March	
9. Parade Rest		27. Change Step March	
10. Attention		28. Column Right March	
11. Left Face		29. Forward March	
12. ABOUT FACE		30. FLIGHT HALT	
13. Forward March		31. Left Face	
14. Right Flank March		32. Right Step March	
15. Left Flank March		33. Flight Halt	
16. Column Right March		Report Out and Exit	<i>Scored Below</i>
<i>Column 1 Total</i>	1	<i>Column 2 Total</i>	2

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
1. Entrance and Report In	
2. Voice	
3. Bearing	
4. Positioning	
5. Report Out and Exit	
	3

<i>Column 1 Total</i>		<i>Column 2 Total</i>		<i>Commander Action Score</i>		<i>Total Judge Score</i>
1	+	2	+	3	=	max=210

Cougar Nation Classic Drill Competition
FIRST YEAR REGULATION PHASE SCORE RECAP SHEET

School/Team: _____

<i>Total Head Judge Score</i>
max=210

<i>Total Judge #2 Score</i>
max=210

<i>Total Judge #3 Score</i>
max=210

<i>Total Judge #4 Score</i>
max=210

TOTAL SCHOOL FIRST YEAR REGULATION SCORE
max=840

Cougar Nation Classic Drill Competition
MALE PT PHASE SCORE SHEET

School/Team:	Judge:
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<i>Push-Ups</i>				
0 – 9: zero points; > 9: 1 point for each push-up	Number	Points		
Cadet 1:				
Cadet 2:				Team Push-up Score
Cadet 3:				
Cadet 4:				
Total Team Push-up Points			x .25	

<i>Sit-Ups</i>				
0 – 29: zero points; > 29: 1 point for each push-up	Number	Points		
Cadet 1:				
Cadet 2:				Team Sit-up Score
Cadet 3:				
Cadet 4:				
Total Team Sit-up Points			x .25	

<i>Standing Long Jump</i>				
0 – 36 inches: zero points; > 36: 1 point for each inch	Number	Points		
Cadet 1:				
Cadet 2:				Team Long Jump Score
Cadet 3:				
Cadet 4:				
Total Team Long Jump Points			x .25	

<i>4x100 Relay</i>			
Relay: Point scale goes from 125 for 39.0 sec to 25 for above 1:07.0			
Relay Time:		Points (See Chart):	⁴

<i>Team Push-up Score</i>	<i>Team Sit-up Score</i>	<i>Team Long-Jump Score</i>	<i>Team Relay Score</i>	<i>Total Team Male PT Score</i>
¹	²	³	⁴	
	+		+	
		+		
			+	
				=

Cougar Nation Classic Drill Competition
FEMALE PT PHASE SCORE SHEET

School/Team:	Judge:
--------------	--------

<i>Push-Ups</i>				
0 – 4: zero points; > 4: 1 point for each push-up	Number	Points		
Cadet 1:				
Cadet 2:				Team Push-up Score
Cadet 3:				
Cadet 4:				
Total Team Push-up Points			x .25	

<i>Sit-Ups</i>				
0 – 19: zero points; > 19: 1 point for each push-up	Number	Points		
Cadet 1:				
Cadet 2:				Team Sit-up Score
Cadet 3:				
Cadet 4:				
Total Team Sit-up Points			x .25	

<i>Standing Long Jump</i>				
0 – 36 inches: zero points; > 36: 1 point for each inch	Number	Points		
Cadet 1:				
Cadet 2:				Team Long Jump Score
Cadet 3:				
Cadet 4:				
Total Team Long Jump Points			x .25	

<i>4x100 Relay</i>			
Relay: Point scale goes from 85 pts for 47.0 sec to 20 pts for 1:10.0 +			
Relay Time:		Points (See Chart):	⁴

<i>Team Push-up Score</i>	+	<i>Team Sit-up Score</i>	+	<i>Team Long-Jump Score</i>	+	<i>Team Relay Score</i>	=	<i>Total Team Female PT Score</i>
¹		²		³		⁴		