

**Cougar Nation Classic
AFJROTC Drill Competition
25 March 2023**



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, 25 March 2023. 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 at 0730, 25 March 2023 at Cooper High School outside 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.** Attending schools will be assigned a classroom to stage out of. The Cooper gym male/female locker rooms will also be available for cadets to change. ***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, etc.) are secured on buses or with associated school instructors.
- 7. INCLEMENT WEATHER.** This completion will be held regardless of weather conditions.
- 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/Co-ed Color Guard
- h. Sabre/Sword Regulation
- i. First-year Regulation
- j. Physical Fitness Team (Limit 2 teams)
- k. Knock-out Drill (FREE! Does not count toward overall standing.)

2. NUMBER OF TEAMS. Each competing school is limited to one team in each event with the exception of the Physical Fitness Team which will allow for up to two teams per school. This means you may enter a maximum of 11 teams. Extra teams WILL NOT be added, even if just for “JV” or “practice.” 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 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 guards are the same category.)

b. Up to 2 PT teams with 5 cadets each, two of which must be female and one each of which must be a first-year and second-year cadet. If you have two PT teams, the same cadet may not participate on both teams.

3. GENERAL COMPETITION GUIDELINES.

a. Drill Manuals. All drill will be judged in accordance with Department Of the Air Force Pamphlet 34-1203, 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. 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 15 August 2021 or commensurate guidance for other service branches.

(1) Cadets participating in PT **must** be in uniform as indicated in section 12 **and grooming standards** or they will not be allowed to compete.

(2) Leather shoes or Corfam 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 Corfam shoes be worn, the judging standard will demand absolute perfection to achieve the same score as a well-maintained leather shoe.

4. TEAM COMPOSITION.

- 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 a **MINIMUM** of 9 cadets (commander + 8 members.) If a team has more than 9 cadets, it **MUST** be formed in 2 even number elements.
- f. First-year Regulation Phase. Each team **MUST** have a **MINIMUM** of 10 cadets (commander + 10 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. Physical Fitness Phase. Each team **MUST** have 5 cadets, two of which **MUST** be female, and must include one first-year and one second-year cadet, **NO EXCEPTIONS**.

NOTE: 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 Regulation Drill. Main Gym. 90' x 70'
- c. Armed Regulation Drill. Auxiliary Gym. 90' x 70'.
- d. Unarmed and Armed Exhibition Drill. Drill Pad (Outside). 100' x 80'.
- d. Color Guard. Auxiliary Gym. 40' x 60'
- e. First Year Regulation and Sabre Drill. South Cafeteria. 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. REPORTING 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 teams finish a phase of competition, score sheets will be collected by the runners for that area and turned into the score center (JROTC Classroom).

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
Physical Fitness Team	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 Unarmed Regulation and Exhibition, Armed Regulation and Exhibition, both Color Guard categories, First-year Regulation, and the highest Physical Fitness Team score, 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 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 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 AFPAM 34-1203 for safety and/or time reasons. Other deviations from this manual will result in lower scores.

2. INSPECTION 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 or appropriate beret only. No other headgear will be authorized for the inspection phase.

b. Tie/Neck Tab: Required. **NO ASCOTS.**

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 Name Tag: Required.

e. Ribbons: Required.

f. Badges: Optional.

g. Rope: Optional.

h. Prohibited: 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 room 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, “PRECED 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 FACE 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.

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 AFPAM 34-1203. 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 main gym. The Drill Area will be 90' x 70'.

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, outside the main gym.

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 AFPAM 34-1203. 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 Gyms. 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 AFPAM 34-1203 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'.

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 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, outside the auxiliary gym.

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 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 AFPAM 34-1203 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 the Armed Team Exhibition.

5. ARMED EXHIBITION AREA. The armed exhibition phase will take place on the Drill Pad behind the Gyms. 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 gymnastics gym. The Color Guard Area will be 40' x 60'.

3. UNIFORM. As outlined within TC 3-21.5, cartridge/pistol/Hap Arnold belts are **REQUIRED** equipment for **ALL** members of the color guard as regulations dictate the folded flag cases are placed **inside** these belts during Uncase Colors. Any teams who place the folded flag cases in the flag harnesses or use a “pouch” holder will receive a lower score.

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 color guard preparation area, outside the auxillary gym.

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 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 South Cafeteria. The Drill Area will be 80' x 55'. **NOTE:** The boundaries for the sabre/sword regulation area will be walls on 3 sides and an open area on the 4th side. The only “boundary” violations will be for cadets marching into one of these obstacles our out of the drill pad on the “open” side.

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, outside the gymnastics gym.

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 area, 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

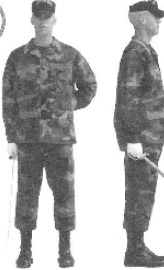
CEREMONIAL AT, EASE!

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.

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


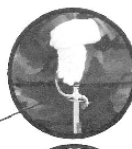
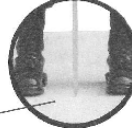
2




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.

(1-2 inches)

3




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 AFPAM 34-1203. 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 South Cafeteria. The Drill Area will be 80' x 55'.

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, outside the south cafeteria.

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 AFPAM 34-1203. 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 FITNESS PHASE

1. **GENERAL.** The fitness competition will be conducted in a point-to-point manner. Point-to-Point courses require the competitors to navigate to each point on the course in a specific sequence while timed. The winning team is required to travel to all required points and complete all tasks within the prescribed time frame and return to the finish line in less time than other teams. The team score shall be the time earned by the team prescribed by the host plus any additional penalties incurred on the course. Teams will be assessed time penalties for not completing the tasks at each point. It is suggested at least one instructor accompany their team as a safety monitor and to observe team performance for feedback. Instructors may NOT coach their team at any time during the course. Cheering is encouraged. The host unit will provide an official to accompany each team. The official will ensure safety, fairness, and any assistance needed during the course.

2. **REQUIREMENTS.** The PT team must consist of five teammates. The team must have at least two female competitors, one first-year competitor, and one second-year competitor. **Each cadet must be dressed in an ABU/OCP uniform to include, Blouse, Pants, Athletic Shoes, T-Shirt (Team color encouraged), socks, and belt (if units cannot adhere to uniform requirements due to availability, jeans and a long sleeve shirt with athletic shoes is acceptable).** Cover is optional during the course but MUST be worn to check in. All required equipment needed for the course will be provided upon check-in on the day of the event.

3. **TIMING/ORDER OF COMPETITION.** Teams will conduct the point-to-point PT competition by traversing, AS A TEAM, to different points. First, teams will check in to the designated location with all requirements. Teams will be issued appropriate equipment and given final instructions for the competition. Once instructions are complete, teams will receive 5 minutes to plan before the course timer begins. Cadets will be notified at 1-minute intervals and when their planning period is complete. Once planning is complete, teams will accomplish the first challenge. When the team is finished with the challenge, they will move, as a team, from the starting point to the next point as indicated by the instructions received. Once teams locate the next point, they will receive instructions to accomplish a task and the direction of their next point. Teams will continue to find points and accomplish tasks until the course is complete. Teams will start and finish the course in the same location.

4. **PREPARATION.** Instructors should prepare their cadets for a wide arrangement of physical and mental challenges throughout the course. The course may include some or all of the following scenarios:

- a. Utilizing a topographical map and lensatic compass (only) to travel a direction and distance from a known location.
- b. Physical challenges at each point. Physical challenges may include some or all of the following:
 - Vehicle pull/push
 - Buddy/litter carry
 - Equipment carry
 - Calisthenics
 - Crossing a rope bridge
 - Running
 - Jumping
 - Balancing
- c. Conducting knowledge/problem solving challenges at each point. Mental challenges include some or all of the following:
 - Cadet Knowledge (Uniform, drill and ceremonies, rank, customs and courtesies, etc.)
 - Current events
 - Riddles/Puzzles

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 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 gift cards.



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 **10 March 2023**.

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		
Physical Fitness (Team 1)	\$35		
Physical Fitness (Team 2)	\$35		
		<i>*Total</i>	

*If a school enters a team in every category, to include 2 Physical Fitness Teams, 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

6th Annual Cougar Nation Classic Drill Competition
**PHYSICAL TRAINING COMPETITION PERMISSION
and STATEMENT OF WAIVER**

I, _____, the Parent/Guardian of _____,
Printed name of Parent/Guardian Printed name of cadet

hereby grant permission for my son or daughter to participate in the Physical Fitness Competition portion of the Cougar Nation Classic Drill Competition on 25 March 2023, at Cooper High School in Abilene, Texas. I release the United States Air Force, the Abilene Independent School District, Cooper High School, its staff and faculty, the TX-794 AFJROTC Department, the AFJROTC instructors, those involved in the conduct of the Physical Fitness competition, and all agents and sponsors of the above, of any liability for any injury sustained by my son or daughter during this drill meet.

Signature of Cadet Competitor

Date

Signature of Parent / Guardian

Date

Signature of JROTC Instructor

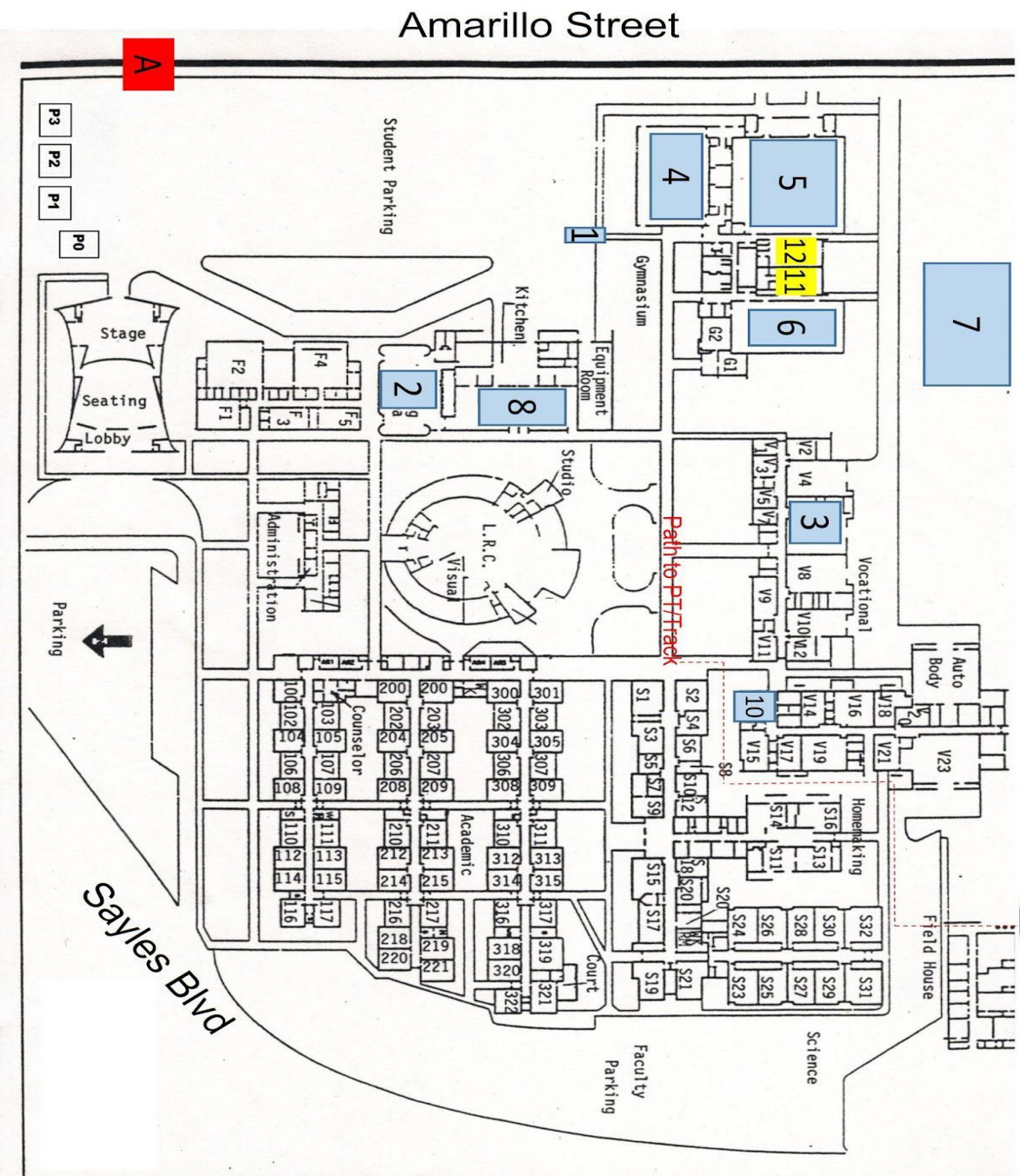
Date

NOTE: *This form must be completed and turned in before a cadet is allowed to participate in the PHYSICAL FITNESS COMPETITION.*

Cougar Nation Classic Drill Competition COMPETITION AREA MAP

A. Bus Entrance

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



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	
<i>Total Commander Inspection Score</i>	1

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

<i>Penalties</i>	
1. Missing 1 cadet – 25 pts	
2. Missing 2 cadets – 50 pts	
3. Not in Service Dress – 50 pts	
<i>Total Penalties</i>	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	
<i>Total First Element Leader Inspection Score</i>	3	<i>Total Second Cadet Inspection Score</i>	4	<i>Total Third Cadet Inspection Score</i>	5

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

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

Check the Appropriate Box

	Second Element		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 (Include entry and exit, open ranks and close ranks, report in and report out)	
<i>Total Commander Actions Score</i>	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	
<i>Total Second Element Leader Inspection Score</i>	2	<i>Total Second Cadet Inspection Score</i>	3	<i>Total Third Cadet Inspection Score</i>	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:

***Total Head Judge
Inspection Score***

max=600

+

***Total Second Element
Inspection Score***

max=460

+

***Total Third Element
Inspection Score***

max=460

—
—
—

***TOTAL SCHOOL
INSPECTION SCORE***

=

max=1520

Cougar Nation Classic Drill Competition

UNARMED REGULATION PHASE SCORE SHEET (HEAD 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	Scored Below	32. Column of Files from the right/Forward March	
1. Dress Right Dress		33. Flight Halt	
2. Ready Front		34. Column of Threes to the Left March	
3. PARADE REST		35. Column Left March/Forward March	
4. Flight Attention		36. Double Time, March	
5. PRESENT ARMS		37. Quick Time March	
6. Order Arms		38. Column Left March/Forward March	
7. COUNT OFF		39. Close March/Forward March	
8. Right Face		40. Extend March/Forward March	
9. Close March		41. Change Step March	
10. Extend March		42. FLIGHT HALT	
11. Left Face		43. Column Left March/Forward March	
12. Open Ranks March		44. Column ½ Left March	
13. Ready Front		45. Column ½ Left March	
14. Close Ranks March		46. To the Rear March	
15. Left Step March		47. To the Rear March	
16. FLIGHT HALT		48. Flight Halt	
17. Left Face		49. Forward March	
18. Right Step March		50. Eyes Right	
19. Flight Halt		51. Ready Front	
20. About Face		52. Column Left March/Forward March	
21. Forward March		53. Column Left March/Forward March	
22. Column Right March/Forward March		54. FLIGHT HALT	
23. Column Right March/Forward March		55. Forward March	
24. Column Right March/Forward March		56. To the Rear March	
25. Left Flank March		57. To the Rear March	
26. Right Flank March		58. Half Step March	
27. FLIGHT HALT		59. Forward March	
28. Column Left March/Forward March		60. Left Flank March	
29. To the Rear March		61. Change Step March	
30. To the Rear March		62. Flight Halt	
31. Flight Halt		Report Out and Exit	Scored Below
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

Column 1 Total	Column 2 Total	Commander Action Score	Total Penalties	Total Head Judge Score
1	2	3	4	max=360

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	Scored Below	32. Column of Files from the right/Forward March	
1. Dress Right Dress		33. Flight Halt	
2. Ready Front		34. Column of Threes to the Left March	
3. PARADE REST		35. Column Left March/Forward March	
4. Flight Attention		36. Double Time, March	
5. PRESENT ARMS		37. Quick Time March	
6. Order Arms		38. Column Left March/Forward March	
7. COUNT OFF		39. Close March/Forward March	
8. Right Face		40. Extend March/Forward March	
9. Close March		41. Change Step March	
10. Extend March		42. FLIGHT HALT	
11. Left Face		43. Column Left March/Forward March	
12. Open Ranks March		44. Column ½ Left March	
13. Ready Front		45. Column ½ Left March	
14. Close Ranks March		46. To the Rear March	
15. Left Step March		47. To the Rear March	
16. FLIGHT HALT		48. Flight Halt	
17. Left Face		49. Forward March	
18. Right Step March		50. Eyes Right	
19. Flight Halt		51. Ready Front	
20. About Face		52. Column Left March/Forward March	
21. Forward March		53. Column Left March/Forward March	
22. Column Right March/Forward March		54. FLIGHT HALT	
23. Column Right March/Forward March		55. Forward March	
24. Column Right March/Forward March		56. To the Rear March	
25. Left Flank March		57. To the Rear March	
26. Right Flank March		58. Half Step March	
27. FLIGHT HALT		59. Forward March	
28. Column Left March/Forward March		60. Left Flank March	
29. To the Rear March		61. Change Step March	
30. To the Rear March		62. Flight Halt	
31. Flight Halt		Report Out and Exit	Scored Below
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=360

Cougar Nation Classic Drill Competition
UNARMED REGULATION PHASE SCORE RECAP SHEET

School/Team:

Total Head Judge Score

max=360

+

Total Judge #2 Score

max=360

+

Total Judge #3 Score

max=360

+

Total Judge #4 Score

max=360

=

***TOTAL SCHOOL
UNARMED
REGULATION SCORE***

max=1440

UNARMED EXHIBITION PHASE SCORE SHEET (HEAD 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>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)		
<i>Total Penalties</i>	2	

<i>Routine Total</i> <div style="border: 1px solid black; height: 30px; margin-top: 5px; text-align: center;">1</div>	-	<i>Total Penalties</i> <div style="border: 1px solid black; height: 30px; margin-top: 5px; text-align: center;">2</div>	=	<i>Total Head Judge Score</i> <div style="border: 1px solid black; height: 30px; margin-top: 5px; text-align: center;">max=130</div>
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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!	
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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:

Total Head Judge Score

max=130

Total Judge #2 Score

max=130

Total Judge #3 Score

max=130

Total Judge #4 Score

max=130

***TOTAL SCHOOL
UNARMED EXHIBITION
SCORE***

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>	28. Column Left March/Forward March	
1. Inspection Arms		29. To the Rear March	
2. Ready, Port Arms (or Port Arms)		30. To the Rear March	
3. Order Arms		31. Flight Halt	
4. Dress Right Dress		32. Port Arms	
5. Ready Front		33. Column of Files from the Right, Forward March	
6. PARADE REST		34. Flight Halt	
7. Flight, Attention		35. Column of Threes to the Left, March	
8. 15-Count Manual Arms**		36. Column Left March/Forward March	
9. Right, Face/Count, Off		37. Double Time March	
10. Close March		38. Quick Time March	
11. Extend March/Left Face		39. Column Left March/Forward March	
12. Open Ranks March (Ready Front)		40. Right Shoulder Arms	
13. Close Ranks March		41. FLIGHT HALT	
14. Left Step March		42. Column Left March/Forward March	
15. FLIGHT HALT		43. Column 1/2 Left March	
16. Left Face		44. Column 1/2 Left March	
17. Right Step March		45. To the Rear March	
18. Flight Halt		46. To the Rear March/Flight Halt	
19. About Face		47. Forward March/Eyes Right	
20. Right Shoulder Arms		48. Ready Front	
21. Forward March		49. Column Left March/Forward March	
22. Column Right March/Forward March		50. Left Shoulder Arms	
23. Column Right March/Forward March		51. Column Left March/Forward March	
24. Column Right March/Forward March		52. Change Step March	
25. Left Flank March		53. Left Flank March	
26. Right Flank March		54. Flight Halt	
27. 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=320

+ + - =

Cougar Nation Classic Drill Competition

ARMED 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>	28. Column Left March/Forward March	
1. Inspection Arms		29. To the Rear March	
2. Ready, Port Arms (or Port Arms)		30. To the Rear March	
3. Order Arms		31. Flight Halt	
4. Dress Right Dress		32. Port Arms	
5. Ready Front		33. Column of Files from the Right, Forward March	
6. PARADE REST		34. Flight Halt	
7. Flight, Attention		35. Column of Threes to the Left, March	
8. 15-Count Manual Arms**		36. Column Left March/Forward March	
9. Right, Face/Count, Off		37. Double Time March	
10. Close March		38. Quick Time March	
11. Extend March/Left Face		39. Column Left March/Forward March	
12. Open Ranks March (Ready Front)		40. Right Shoulder Arms	
13. Close Ranks March		41. FLIGHT HALT	
14. Left Step March		42. Column Left March/Forward March	
15. FLIGHT HALT		43. Column 1/2 Left March	
16. Left Face		44. Column 1/2 Left March	
17. Right Step March		45. To the Rear March	
18. Flight Halt		46. To the Rear March/Flight Halt	
19. About Face		47. Forward March/Eyes Right	
20. Right Shoulder Arms		48. Ready Front	
21. Forward March		49. Column Left March/Forward March	
22. Column Right March/Forward March		50. Left Shoulder Arms	
23. Column Right March/Forward March		51. Column Left March/Forward March	
24. Column Right March/Forward March		52. Change Step March	
25. Left Flank March		53. Left Flank March	
26. Right Flank March		54. Flight Halt	
27. 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=320

Cougar Nation Classic Drill Competition
ARMED REGULATION PHASE SCORE RECAP SHEET

School/Team:

Total Head Judge Score

max=320

+

Total Judge #2 Score

max=320

+

Total Judge #3 Score

max=320

+

Total Judge #4 Score

max=320

—
—
—

***TOTAL SCHOOL ARMED
REGULATION SCORE***

=

max=1280

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	
<i>Routine Total</i>	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)		
<i>Total Penalties</i>	2	

<i>Routine Total</i>	<i>Total Penalties</i>	<i>Total Head Judge Score</i>
1	2	= max=130

ARMED EXHIBITION PHASE SCORE SHEET (ASSISTANT 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	
<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:

Total Head Judge Score

max=130

Total Judge #2 Score

max=130

Total Judge #3 Score

max=130

Total Judge #4 Score

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>		
Movement	Value	Score
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	
11. Forward March	10 pts	
12. Right Wheel March (forward march)	10 pts	
13. Right Wheel March (forward march)	10 pts	
14. Colors Reverse March (forward march)	10 pts	
15. Eyes Right	10 pts	
16. Ready Front	10 pts	
17. Left Wheel March (forward march)	10 pts	
18. Left Wheel March (forward march)	10 pts	
19. Left Wheel March (forward march)	10 pts	
20. COLOR GUARD, HALT	10 pts	
21. 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

<div style="background-color: #cccccc; padding: 5px; margin-bottom: 5px;"><i>Routine Total</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px;">¹</div>	+	<div style="background-color: #cccccc; padding: 5px; margin-bottom: 5px;"><i>Commander Action Score</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px;">²</div>	-	<div style="background-color: #cccccc; padding: 5px; margin-bottom: 5px;"><i>Total Penalties</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px;">³</div>	=	<div style="background-color: #cccccc; padding: 5px; margin-bottom: 5px;"><i>Total Head Judge Score</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px; text-align: right;">max=245</div>
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Cougar Nation Classic Drill Competition
COLOR GUARD PHASE SCORE SHEET (ASSISTANT 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>			
Movement	Value	Score	
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		
11. Forward March	10 pts		
12. Right Wheel March (forward march)	10 pts		
13. Right Wheel March (forward march)	10 pts		
14. Colors Reverse March (forward march)	10 pts		
15. Eyes Right	10 pts		
16. Ready Front	10 pts		
17. Left Wheel March (forward march)	10 pts		
18. Left Wheel March (forward march)	10 pts		
19. Left Wheel March (forward march)	10 pts		
20. COLOR GUARD, HALT	10 pts		
21. 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).

Commander Actions: (10 pts Each)	Score
1. Voice	
2. Bearing	
Commander Actions Total	²

<div style="background-color: #f0f0f0; padding: 5px; margin-bottom: 5px;"><i>Routine Total</i></div> <div style="border: 1px solid black; height: 40px; margin-top: 5px;">¹</div>	+	<div style="background-color: #f0f0f0; padding: 5px; margin-bottom: 5px;"><i>Commander Action Score</i></div> <div style="border: 1px solid black; height: 40px; margin-top: 5px;">²</div>	=	<div style="background-color: #f0f0f0; padding: 5px; margin-bottom: 5px;"><i>Total Judge Score</i></div> <div style="border: 1px solid black; height: 40px; margin-top: 5px; text-align: left; padding-left: 10px;">max=245</div>
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Cougar Nation Classic Drill Competition
COLOR GUARD PHASE SCORE RECAP SHEET

School/Team:

Check the Appropriate Box

	Male Color Guard		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

SABRE/SWORD REGULATION PHASE SCORE SHEET (HEAD 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>	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			
<i>Column 1 Total</i>	1	<i>Column 2 Total</i>	2

<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	<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=265	

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>	Score
1. Entrance and Report In	
2. Voice	
3. Bearing	
4. Positioning	
5. Report Out and Exit	
	3

<div style="background-color: #f2f2f2; padding: 5px; margin-bottom: 5px;"><i>Column 1 Total</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px;">1</div>	+	<div style="background-color: #f2f2f2; padding: 5px; margin-bottom: 5px;"><i>Column 2 Total</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px;">2</div>	+	<div style="background-color: #f2f2f2; padding: 5px; margin-bottom: 5px;"><i>Commander Action Score</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px;">3</div>	=	<div style="background-color: #f2f2f2; padding: 5px; margin-bottom: 5px;"><i>Total Judge Score</i></div> <div style="border: 1px solid black; height: 30px; margin-top: 5px;">max=265</div>
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Cougar Nation Classic Drill Competition
SABRE/SWORD REGULATION PHASE SCORE RECAP SHEET

School/Team:

Total Head Judge Score

max=265

+

Total Judge #2 Score

max=265

+

Total Judge #3 Score

max=265

+

Total Judge #4 Score

max=265

—
—
—

=

***TOTAL SCHOOL
SABRE/SWORD
REGULATION SCORE***

max=1060

Cougar Nation Classic Drill Competition

FIRST YEAR REGULATION PHASE SCORE SHEET (HEAD 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>	17. To the Rear March	
*2. OPEN RANKS MARCH		18. Column Right March	
3. Ready Front		19. Forward March	
4. Close Ranks March		20. Eyes Right	
5. Present Arms		21. Ready Front	
6. Order Arms		22. Column Right March	
7. Parade Rest		23. Forward March	
8. Attention		24. Change Step March	
9. Left Face		25. Column Right March	
10. ABOUT FACE		26. Forward March	
11. Forward March		27. FLIGHT HALT	
12. Right Flank March		28. Left Face	
13. Left Flank March		29. Right Step March	
14. Column Right March		30. Flight Halt	
15. Forward March		Report Out and Exit	<i>Scored Below</i>
16. To the Rear March			
<i>Column 1 Total</i>	1	<i>Column 2 Total</i>	2

*Note: To stay consistent with the AFJROTC Standard 30-step Drill Sequence, numbering for this routine starts at 2, however there are only 29 movements.

<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	<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=195

Cougar Nation Classic Drill Competition

FIRST YEAR 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>	17. To the Rear March	
*2. OPEN RANKS MARCH		18. Column Right March	
3. Ready Front		19. Forward March	
4. Close Ranks March		20. Eyes Right	
5. Present Arms		21. Ready Front	
6. Order Arms		22. Column Right March	
7. Parade Rest		23. Forward March	
8. Attention		24. Change Step March	
9. Left Face		25. Column Right March	
10. ABOUT FACE		26. Forward March	
11. Forward March		27. FLIGHT HALT	
12. Right Flank March		28. Left Face	
13. Left Flank March		29. Right Step March	
14. Column Right March		30. Flight Halt	
15. Forward March		Report Out and Exit	<i>Scored Below</i>
16. To the Rear March			
<i>Column 1 Total</i>	1	<i>Column 2 Total</i>	2

*Note: To stay consistent with the AFJROTC Standard 30-step Drill Sequence, numbering for this routine starts at 2, however there are only 29 movements.

<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:

Total Head Judge Score

max=210

+

Total Judge #2 Score

max=210

+

Total Judge #3 Score

max=210

+

Total Judge #4 Score

max=210

-

=

***TOTAL SCHOOL FIRST
YEAR REGULATION
SCORE***

max=840