

SGM (Ret) Paul C. Gray JROTC Memorial Invitational

LOI # 1 ARMED DRILL TEAM

ENCLOSURES:	CATEGORY
ANNEX I	Armed Drill Team Competition Instructions
ANNEX II	Armed IDR Platoon Drill Sequence/Score Sheet Armed IDR Platoon Drill Competition Area Diagram
ANNEX III	Armed IDR Platoon Inspection Instructions Armed IDR Platoon Score Sheet
ANNEX IV	Armed Color Guard Instructions Armed Color Guard Drill Sequence Armed Color Guard Drill Area Diagram
ANNEX V	Armed Exhibition Team Instructions Armed Exhibition Team Score Sheet
ANNEX VI	Tie Breakers
ANNEX VII	IDR Knockout Instructions (Armed and Unarmed)
ANNEX VIII	Assignment of Classrooms/Dressing Rooms

ANNEX I ARMED DRILL COMPETITION INSTRUCTIONS

TIME: A schedule of unit competition times will be forwarded at the earliest possible time but no later than one week prior to competition date.

RULES:

- a. Armed IDR Platoons and Armed Exhibition Platoons must consist of a minimum of 13 members including the Commander (No maximum). Points will be deducted if the team is under 13 members.
- b. The competing teams may be all male, all female or coed.
- c. **UNIFORM-** All IDR Teams and Color Guards must wear the ASU Class A or Class B uniform and authorized headgear (Gray Beret) when drilling on Sat.
NOTE: The old Dress Blue uniform or the Green uniform are no longer authorized to be worn during any IDR competition on Saturday.

CAUTION: Short "cheerleader" type skirts are not permitted. Skirt length must meet the minimum length requirements of uniform regulation for skirt length (knee length).
- e. **NOTE:** The uniform for IDR Knockout (both Armed and Unarmed) is the ASU Class A or Class B uniform with headgear. No ACUs or Greens are allowed to be worn in any IDR event including IDR Knockout. There are no exceptions.
- f. All IDR teams will be armed with demilitarized M-1 Garand, or M1903 Springfield Rifles or approved full weight facsimile rifles or the new Daisy 1903 drill rifles.
- g. Exhibition teams may use lightweight, facsimile weapons.
- h. Judging criteria will be based on TC 3-21.5, Drill and Ceremonies dated Jan 2012.
- i. Team commanders may carry the same rifle as the team or a saber.
- j. Team commanders may not use cue cards. (All commands must be memorized)
- k. All Exhibition Teams will have a maximum of nine (9) minutes and a minimum of six (6) minutes to complete their sequence. Penalty points will be assessed for going over 9 minutes or under 6 minutes.
- l. All Exhibition Drill will be graded on originality, difficulty, precision and variety of movements as well as military bearing.
- m. The prescribed IDR Platoon Sequence is listed at ANNEX II.
- n. Each event category will be judged by the same set of judges.
- o. Teams are cautioned that the proper cadence for all IDR teams is 120 steps per minute with the only exception being Double Time, which is 180 steps per minute.
Please refer to the Head Judges Score Sheet (IDR Platoon and Color Guard) for the Cadence Penalty points.



2016 Army National JROTC Drill Team Championships Armed Division - Platoon Regulation

CC Initials

School Name: _____

Team Name: _____

REG TOTAL

Head Judge - #1

BOLD UPPERCASE GREYED COMMANDS require a 5-second pause

Total points = 400

TEAM ENTERS & REPORTS IN*	1	2	3	4	5	6	7
(SCORED BELOW)							
1. Inspection Arms							
2. Ready, Port Arms (or Port Arms)							
3. Order Arms							
4. Dress Right Dress							
5. Ready Front							
6. PARADE REST							
7. Platoon, Attention							
8. 15-Count Manual Arms**	4	8	12	16	20	24	28
9. Court Off							
10. Close Interval March							
11. Normal Interval March							
12. Open Ranks March							
13. Close Ranks March							
14. Left Step March							
15. PLATOON HALT							
16. Left Face							
17. Right Step March							
17a. Platoon Halt							
18. About Face							
19. Right Shoulder Arms							
19a. Forward March							
20. Column Right March							
21. Column Right March							
22. Column Right March							
23. Left Flank March							
24. Right Flank March							
24a. PLATOON HALT							

	1	2	3	4	5	6	7
25. Column Left March							
26. Rear March							
27. Rear March							
27a. Platoon Halt							
28. Port Arms							
29. File from the Right							
29a. Platoon Halt							
30. Column of Threes to the Left							
31. Column Left March							
32. Double Time March							
33. Quick Time March							
34. Column Left March							
35. Right Shoulder Arms							
35a. PLATOON HALT							
36. Column Left March							
37. Column 1/2 Left March							
38. Column 1/2 Left March							
39. Rear March							
40. Rear March / Platoon, Halt							
41. Forward March / Eyes Right							
42. Ready Front							
43. Column Left March							
44. Left Shoulder Arms							
45. Column Left March							
46. Change Step March							
47. Left Flank March							
47a. Platoon Halt							
TEAM REPORT OUT & EXITS*	(SCORED BELOW)						

**consists of: order, right shoulder, left shoulder, present, order arms (TC 3-21.5, pg.4-10) - All Navy/USMC teams execute "14-count Manual Arms

NCTE: *Report In/Out will be all movements needed to front the unit on the Head Judge and then enter/exit the floor.

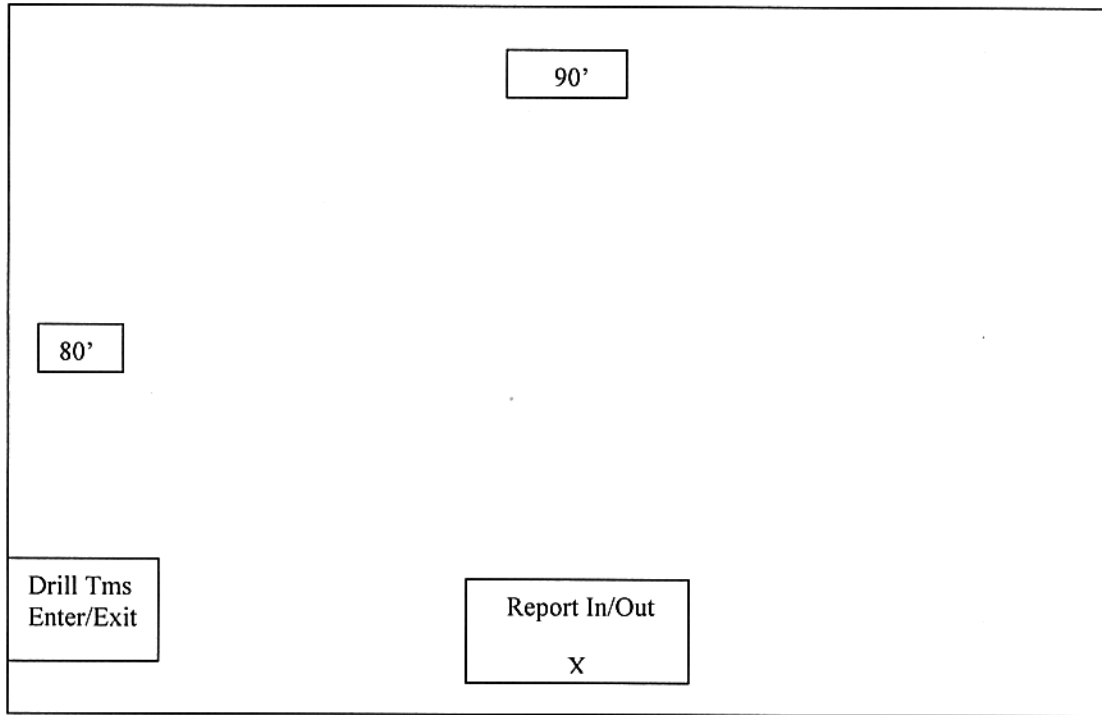
Report IN score... (0-10) _____	Technical Impression...(0-15) _____ <small>(adherence to service/meet regulations)</small>	Penalty Box – 25 points per cadet (12 cadets + C/Comdr. Required) - circle one - ONE CADET OVER / UNDER -25 TWO CADETS OVER / UNDER -50 C/Comdr. Initials: _____		
Report OUT score (0-10) _____	Precision Impression...(0-15) _____ <small>(overall precision displayed by unit)</small>			
PENALTIES <small>(list number of occurrences)</small>				
____ Boundary Violations (-5 ea)	____ Uneven/Improper Cadence: ____ Minor (-20) or ____ Major (-50)	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">PAGE TOTAL</td></tr> <tr><td style="height: 40px;"> </td></tr> </table>	PAGE TOTAL	
PAGE TOTAL				
____ Incorrect Commands (-5 ea)	____ Uniform Violations: ____ Minor (-20) or ____ Major (-50)			
____ Pause Violations (-5 ea)	Total Penalty			
Specify Issue: _____				

Judge's Name: _____ Notes: _____

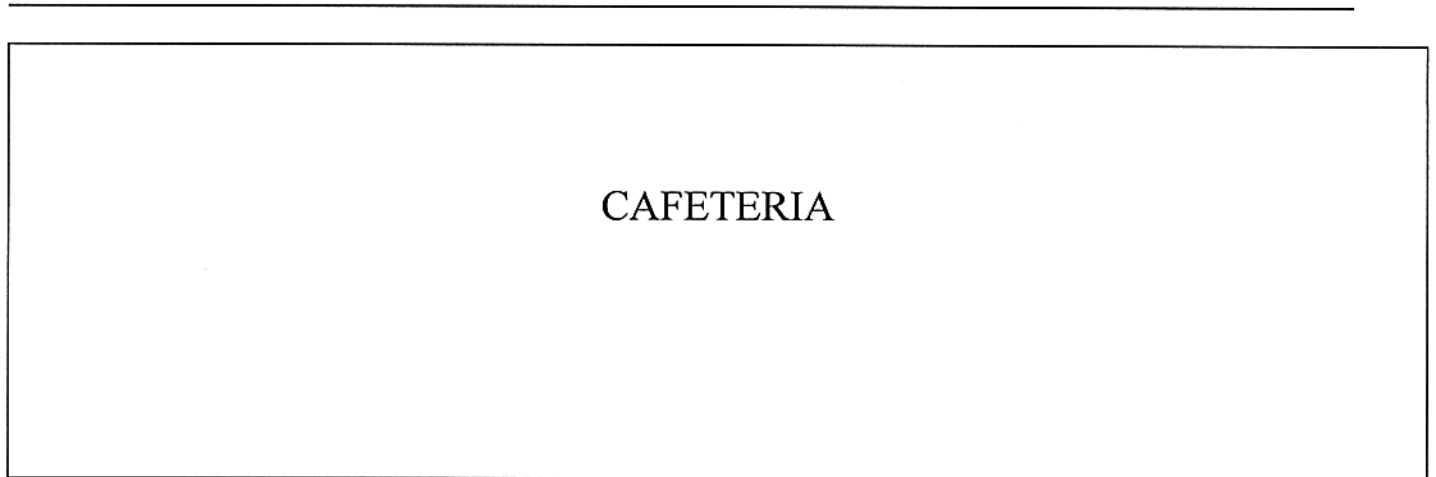
ARMED IDR Platoon Competition Area- Big Gym

North Hardin High School
Regulation Gym Floor

————— Bleachers —————



————— Bleaches (Spectators) —————



ANNEX III

ARMED IDR PLATOON INSPECTION INSTRUCTIONS

PROCEDURES: All Armed IDR Platoons are required to undergo an in-ranks inspection. The inspection will take place at North Hardin High School in the Band Room located on the 1st floor just down the hall from the Big Gym and the JROTC Office.

Note: It will be clearly marked with a sign outside the Band Room in the hallway.

The Platoon will be formed into (4) four 3-person teams for the inspection. Each of the four teams will be inspected by a Drill Sergeant. The Platoon Leader will remain in front of the formation during the inspection. Once the inspection is completed then the Platoon Leader will face the Platoon and file them out of the Band Room and march them in single file down the hallway to the Big Gym. The Platoon will wait outside the gym by the double doors until it is their turn to drill.

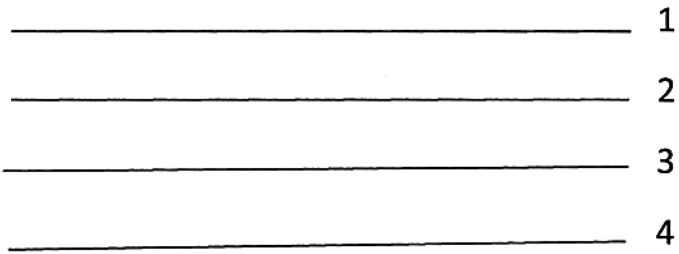
Once the Platoon has completed their drill sequence they need to move back to their dressing room and get ready for the next event of the day.

RULES: The IDR In-ranks Inspection will be a separate category with trophies being awarded for 1st, 2nd, 3rd, 4th, and 5th place. The inspection score will still be used as a tie-breaker in the event of a tie score at the end of the day's competition. It will also count towards the overall drill championship points.

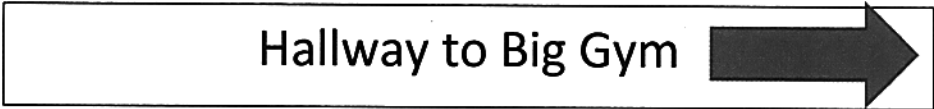
BAND ROOM

Head Judge

X



Enter/Exit



Hallway to Big Gym



2016 Army JROTC National Drill Championships

Armed Inspection

School Name: _____

Team Name: _____

CC Initials

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
Correct Inspection Procedures <i>Correct formation, open ranks, salutes, verbal requirements, etc.</i>	10	1-2 _	3-8 _	9-10 _	
Entry / Exit Overall Quality <i>Unit dress & cover, distance, interval, centering, marching quality</i>	10	1-2 _	3-8 _	9-10 _	
Team Unity, Snap & Pop <i>Is the unit "locked on" and tight or just going through the motions</i>	10	1-2 _	3-8 _	9-10 _	
Overall Commander Score <i>Verbal projection, presence, bearing, movements of CMDR</i>	10	1-2 _	3-8 _	9-10 _	
INDIVIDUAL INSPECTIONS					
Personal Hygiene <i>To include hair, breath, nails, shave, facial hair, & overall grooming</i>	30	1-6 _	7-24 _	25-30 _	
Uniform Preparation & Appearance <i>Uniform prepared as per regs; attention to detail</i>	30	1-6 _	7-24 _	25-30 _	
Position of Attention / Bearing <i>Cadet correct position of attention & bearing displayed at all times</i>	30	1-6 _	7-24 _	25-30 _	
Confidence & Intensity <i>Solid, self-assured demeanor with laser focus sharpness</i>	30	1-6 _	7-24 _	25-30 _	
Handling of the Weapon <i>Weapon maneuvers as per manual, smooth & well-rehearsed</i>	30	1-6 _	7-24 _	25-30 _	
Overall Unit Impression <i>Taken in total, how impressive was the entire unit?</i>	30	1-6 _	7-24 _	25-30 _	
Overall Knowledge <i>Correctness & depth of all responses given to judge</i>	30	1-6 _	7-24 _	25-30 _	
Total Inspection Points	250				

Uniform Violations:

Minor (-20 pts.) OR Major (-50 pts.) Violation = _____

Uniform Violation (check and circle the specific violation):

- | | |
|---|---|
| <input type="checkbox"/> Exhibition Uniform | <input type="checkbox"/> Chrome Helmets |
| <input type="checkbox"/> Scarves / Ascots | <input type="checkbox"/> Spatz / Boots |
| <input type="checkbox"/> Other (be specific): _____ | |

Judge's Name: _____

Judge's Notes: _____

*ANY SCORE IN THE POOR CATEGORY MUST HAVE AN EXPLANATION BELOW

FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS

**Penalty - 25 points per missing cadet:
(12 cadets + cadet cmdr REQUIRED)**

Unit Missing One Cadet	Unit Missing Two Cadets
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-25

-50

Cadet Commander's Initials:

ANNEX IV

COLOR GUARD INSTRUCTIONS

DRILL TIMES: A schedule of competition times will be furnished about one week prior to the competition date.

RULES :

- a. Four (4) person Color Guard. (Two flags and two guards)
- b. Only one Color Guard per Division per school. The Color Guard can consist of all male cadets, all female cadets or coed.
- c. Competitors must wear the ASU Class A, Class B uniform designated by their unit.
Color Guards will **not** be inspected. However, 15 penalty points will be assessed if the entire team is not in the same uniform.
- NOTE: Helmets, Gloves or Ascots are NOT to be worn when competing in this event.**
50 Penalty points will be assessed if a team is wearing any of these items.
- d. Judging criteria will be based on TC 3-21.5. Drill and Ceremonies dated, Jan 2012.
NOTE: Teams are cautioned **not** to mix exhibition movements with regulation movements.
- e. The Color Guard Commander **may not** use cue cards. All commands must be memorized.
- f. The Color Guard will have a maximum of ten (10) minutes to complete the sequence. There is no minimum time limit.
- g. The prescribed Color Guard Sequence is listed at ANNEX IVa.
- h. The total score for your Color Guard will include Drill Performance minus Cadence/Timing penalties, if any. Penalty points will be deducted from your overall score **only** on the Cadence and Penalty section of the Head Judges Score Sheet.
- i. Each event (Armed and Unarmed) will be judged by the same judges.
- J. As in all events, the judges' scoring and decisions are final.
- k. Teams are cautioned that the proper marching cadence is 120 steps per minute. Please refer to the Cadence/Penalty Section of the Head Judges Score Sheet.

Hint: Do not speed up your cadence when you are executing Colors Reverse, Right or Left Wheel. Also make sure you execute Parade Rest properly as well as Eyes Right and Present Arms. (See TC 3-21.5 Chapter 15).



2016 Army JROTC National Drill Championships Armed Division Color Guard

School Name: _____

Team Name: _____

Grand Total

CC Initials

Head Judge - # 1

A 5-second pause must be maintained after executing **BOLD UPPERCASE COMMANDS**

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring – 340 total		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
6. Color Guard, Halt	0-10	
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
10. CARRY COLORS	0-10	
11. Forward March	0-10	
12. Right Wheel March (forward march)	0-10	
13. Right Wheel March (forward march)	0-10	
14. Colors Reverse March (forward march)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
19. Left Wheel March (forward march)	0-10	
20. COLOR GUARD, HALT	0-10	
21. Report Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

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).

PENALTIES

1. Boundary Violations:
____ Occurrences @ 5 points per = _____

2. Incorrect Commands:
____ Occurrences @ 5 points per = _____

3. Pause Violations:
____ Occurrences @ 5 points per = _____

4. Uneven/Improper Cadence:
Minor (-20 pts.) OR Major (-50 pts.)

SPECIFY DEDUCTION BELOW = _____

5. Uniform Violations:
Minor (-20 pts.) OR Major (-50 pts.)

SPECIFY DEDUCTION BELOW = _____

PENALTY TOTAL = _____

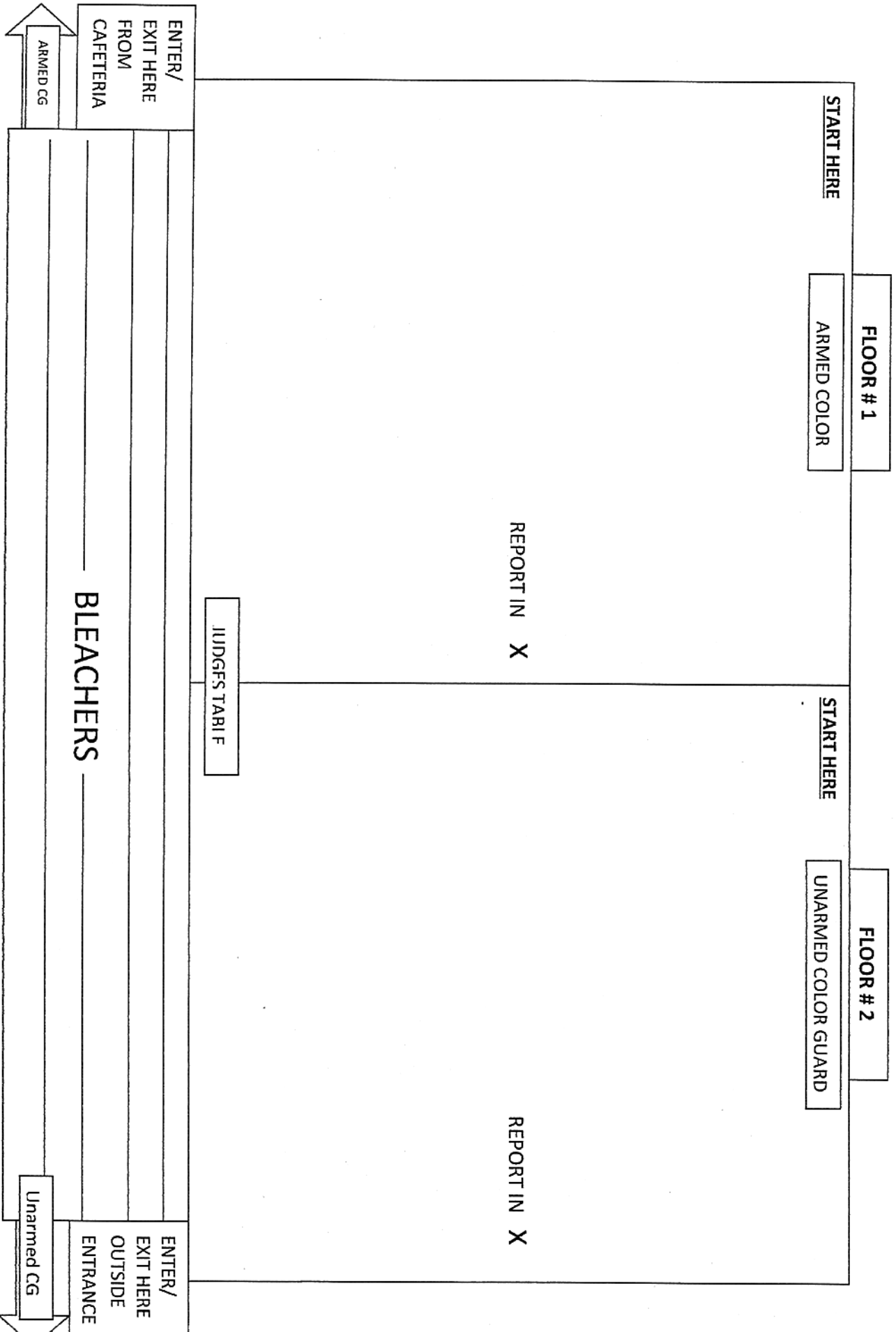
(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes:

ANNEX IV

ARMED & UNARMED COLOR GUARD DRILL FLOOR DIAGRAM



ANNEX V ARMED EXHIBITION TEAM INSTRUCTIONS

PROCEDURES: All Armed Exhibition Teams will perform their routines in the main gym at North Hardin High School on **Sunday** morning starting at 0800 hours.

At the same time the Unarmed Exhibition Teams will be performing their routines in the small gym at North Hardin High School.

At the conclusion of all Exhibition Drill there will be an awards ceremony in the main gym to present the exhibition drill trophies and the crowning of the overall SGM Paul C. Gray Memorial JROTC Drill Team Champions (Armed and Unarmed).

NOTE: If you have a unit guidon you are encouraged to bring it to the competition to identify your unit during the award ceremony.

Also, All IDR and Exhibition Team events on Saturday and Sunday will count toward the overall SGM Paul C. Gray Memorial JROTC Drill Team Championship.

The events included in the SGM Paul C. Gray Memorial JROTC Invitational Drill Competition are:

Armed Division

IDR Platoon Drill

IDR Platoon Inspection

Exhibition Drill

Color Guard (Male/Coed/Female)

Unarmed Division

IDR Platoon Drill

IDR Platoon Inspection

Exhibition Drill

Color Guard (Male/Coed/Female)

NOTE: IDR Knockout (Armed and Unarmed) does not count toward the overall Drill Championship Trophy.



2016 Army JROTC National Drill Championships

Armed Division - Team Exhibition

School Name: _____

Team Name: _____

Grand Total

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN & REPORT OUT <i>Verbal report in/out; all movements to enter/exit floor</i>	15	1 - 3	4 - 12	13 - 15	
Team/Cadet APPEARANCE <i>Uniform/ overall preparation & presentation</i>	15	1 - 3	4 - 12	13 - 15	
Routine COMPOSITION & FLOW <i>Routine is unique & well constructed w/ fitting transitions</i>	15	1 - 3	4 - 12	13 - 15	
OVERALL IMPRESSION <i>Subjective score of entire routine as presented</i>	15	1 - 3	4 - 12	13 - 15	
Team/Cadet BEARING <i>Body & facial control, military carriage</i>	30	1 - 6	7 - 24	25 - 30	
Routine MARCHING <i>Dress, alignment & marching proficiency, use of drill floor</i>	30	1 - 6	7 - 24	25 - 30	
Routine VARIETY <i>Diversity of movements to display overall excellence</i>	30	1 - 6	7 - 24	25 - 30	
Routine PRECISION <i>Exacting, flawless & meticulous maneuvers - "anti-sloppy"</i>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <i>Flair, style and "wowfactor" that turns heads / rivets watchers</i>	30	1 - 6	7 - 24	25 - 30	
Handling of the WEAPON <i>Weapon maneuvers & manipulation look skilled & effortless</i>	30	1 - 6	7 - 24	25 - 30	
Routine DIFFICULTY (Floor) <i>Cadence changes, interweaving and other difficult marching</i>	30	1 - 6	7 - 24	25 - 30	
Routine DIFFICULTY (Aerial) <i>Rifle spins, tosses and throws that leave the hand</i>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <i>Routine proudly befits a military competition</i>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	340				

*Any score in the POOR category above MUST have details written below

Number	PENALTIES - HEAD JUDGE ONLY	Total Points
	Boundary Violations @5 points each occurrence	
	Dropped weapons @ 25 points per occurrence	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	TOTAL PENALTY POINTS	

Penalty - 25 points per missing cadet:
(8 cadets + c/CDR MIN. REQUIRED)
NO MAX LIMIT

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50

Cadet Commander's Initials: _____

Judge's Name: _____

ANNEX VI

TIE BREAKERS

In case of a tie score in any drill team competition Division (Armed or Unarmed) the following procedures will be used to break the tie:

1. The Armed Platoon Inspection score will be used first in the Armed Division and the Unarmed Platoon Inspection score will be used in the Unarmed Division.
2. The Armed IDR Platoon drill score will be used next in the Armed Division and the Unarmed Platoon drill score will be used in the Unarmed Division.
3. The Armed Color Guard score will be used next in the Armed Division and the Unarmed Color Guard score will be used in the Unarmed Division.
4. The team (Armed or Unarmed) with the fewest penalty points.
5. If there is still a tie then both teams will be awarded duplicate trophies.

ANNEX VII

IDR KNOCKOUT INSTRUCTIONS

TIME: To be announced. Event will immediately follow the conclusion of all IDR Team competitions on Saturday. Approximate start time will be 1730 hrs.

COMPETITORS: Open to all JROTC cadets.

TWO EVENTS:

- 1) IDR Knockout Armed (standard demilitarized or facsimile drill rifle)
- 2) IDR Knockout Unarmed

RULES:

- a. Registration fee will be \$2.00 per cadet for one event or \$3.00 for both events.
- b. Commands (**both proper and improper**) will be given with enough time between commands to allow the judges to evaluate the cadets and Tap Out those not in compliance with the regulation.
- c. Slamming rifles on the floor will be grounds for immediate removal.
- d. There is no inspection for this event.
- d. Uniform: Cadets **must** be in a military type uniform and **must** be wearing headgear in order to participate in IDR Knockout.

NOTE: If a cadet is not in a proper uniform or if he/she is not wearing an approved headgear (ie. Garrison Cap or Beret) the Cadet will not be allowed to enter the competition.

AWARDS: The top 25 cadets in each category will receive a medal. Medals will be presented immediately following the IDR Knockout competition for each category by the Brigade Commander and Brigade CSM.

ANNEX VIII ASSIGNMENT OF CLASSROOMS

All schools will have a designated classroom to use for the duration of the Drill Meet. Each school must provide an adult chaperone and/or instructor to be physically present in the room at all times during the day of the meet unless the room is not occupied and locked.

This action is needed to ensure we do not lose the privilege of using the classrooms at North Hardin High School in the future. Your cooperation with this request is greatly appreciated.

If for some reason you will not be able to bring an adult chaperone and/or instructor to supervise the classroom just give MSG Mathews a call at (270) 505-2456 (cell) or (270) 351-3167. He will work with you so you will have an area to stage your uniforms and equipment near the drill areas and inside the school building.

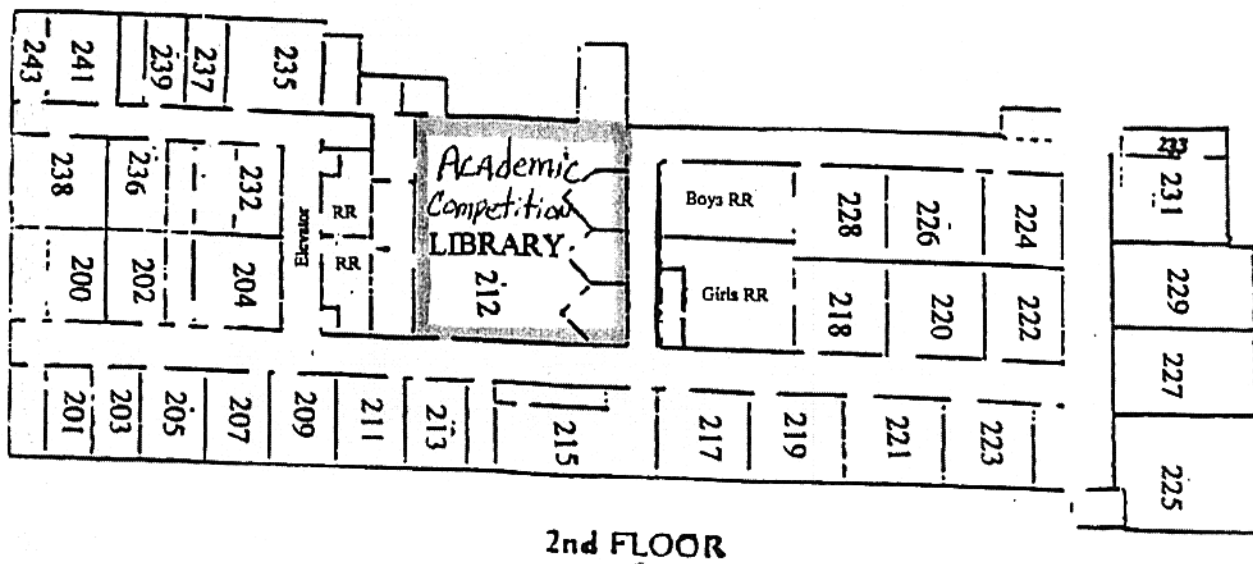
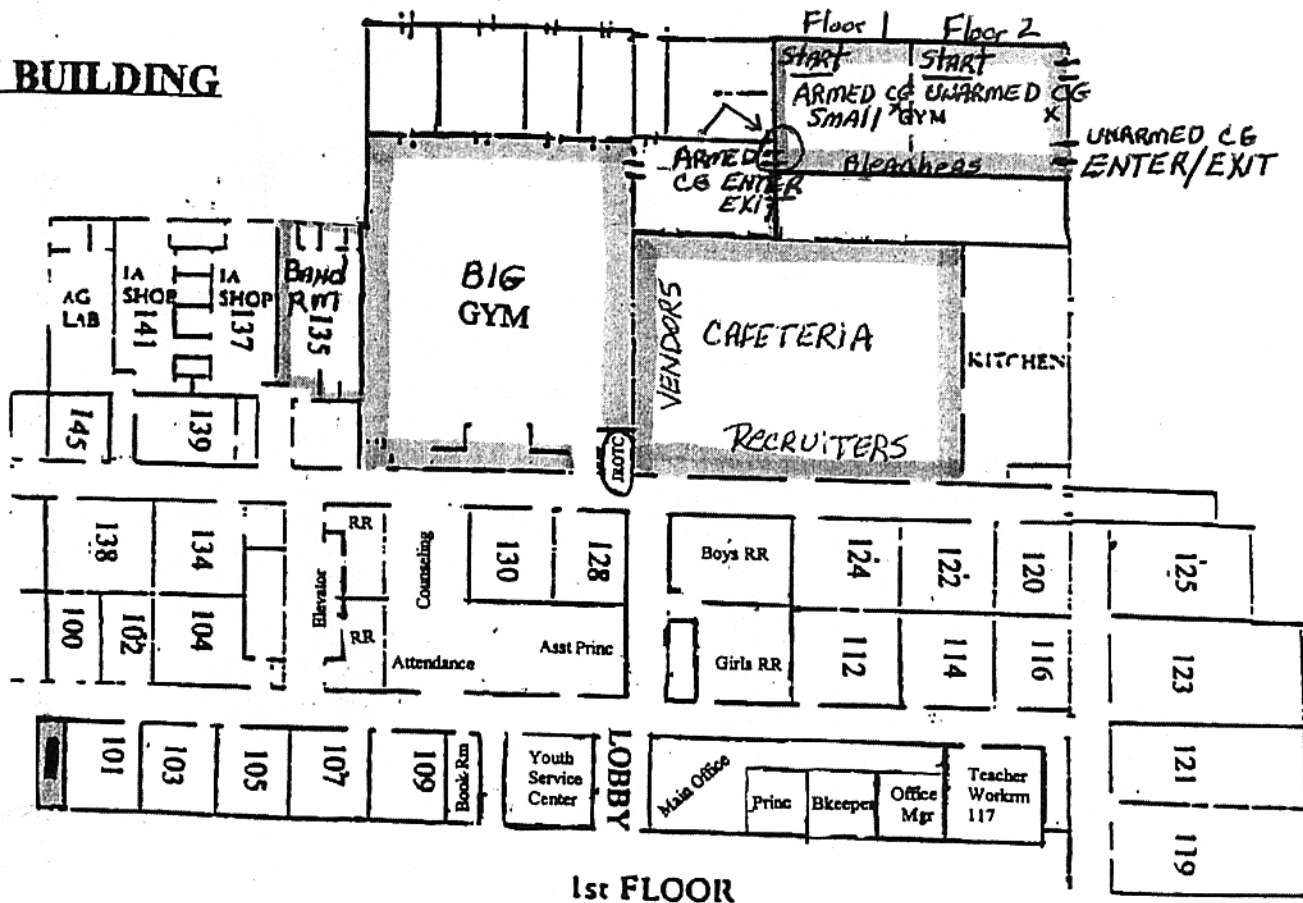
NO FOOD OR DRINKS ALLOWED IN CLASSROOMS

NOTE: Teams are asked not to bring any food or drinks from outside sources into North Hardin High School during the competition on Saturday or Sunday. There will be multiple food vendors on site, both food vendors and other speciality vendors to include: T-shirts, dog tags, survival bracelets, etc.

NORTH HARDIN HIGH SCHOOL

801 S. Logsdon Parkway
 Radcliff KY 40160
 (270) 351-3167

MAIN BUILDING



SGM (Ret) Paul C. Gray JROTC Memorial Invitational

LOI # 2 UNARMED DRILL TEAM

ENCLOSURES:

CATEGORY

ANNEX I	Unarmed Drill Team Competition Instructions
ANNEX II	Unarmed IDR Platoon Drill Sequence Unarmed IDR Platoon Drill Competition Area Diagram
ANNEX III	Unarmed IDR Platoon Inspection Instructions Unarmed IDR Platoon Score Sheet Unarmed IDR Platoon Inspection Area Diagram
ANNEX IV	Unarmed Color Guard Instructions Unarmed Color Guard Drill Sequence Unarmed Color Guard Drill Area Diagram
ANNEX V	Unarmed Exhibition Team Instructions Unarmed Exhibition Team Score Sheet Unarmed Exhibition Drill Area Diagram

NOTE: Tie Breaker Instructions are the same for both Armed and Unarmed Drill. IDR Knockout Instructions are the same for both events and Assignment of Classrooms/Dressing Rooms are the same for both events. Please refer to the Armed Drill LOI for these areas.

ANNEX I UNARMED DRILL COMPETITION INSTRUCTIONS

RULES:

- a. Unarmed IDR Platoons must consist of a minimum of 13 members including the Commander (No maximum). Points will be deducted if the team is under 13 members.
- b. Unarmed Exhibition Teams must consist of a minimum of 9 members including the Commander (no maximum). Points will be deducted if the team is under 9 members.
- c. All teams may be all male, all female or coed.
- d. **UNIFORMS** - All IDR Teams and Color Guards must wear the Class A or Class B ASU uniform with authorized headgear (Gray Beret). No exceptions.

NOTE: The Green uniform and the old Dress Blue uniform are no longer authorized to be worn during IDR competition on Saturday.

CAUTION: Short, "cheerleader" type skirts are not permitted. Skirt length must meet the minimum length requirements of uniform regulation for skirt length (knee length).

- e. Judging criteria will be based on Field Manual 3-21.5, Drill and Ceremonies dated, July 2003.
- f. Team commanders may **not** use cue cards. (All commands must be memorized)
- g. All Exhibition Teams will have a maximum of nine (9) minutes and a minimum of six (6) minutes to complete their drill sequence. Penalty points will be assessed for going over 9 minutes or under 6 minutes.
- h. Exhibition Drill will be graded on originality, difficulty, precision and variety of movements as well as military bearing.
- i. Each event category will be judged by the same set of judges.
- j. Teams are cautioned that the proper cadence for all IDR teams is 120 steps per minute with the only exception being Double Time, which is 180 steps per minute. Cadence will be timed.
- k. The IDR Platoon Drill sequence is listed at Annex II.

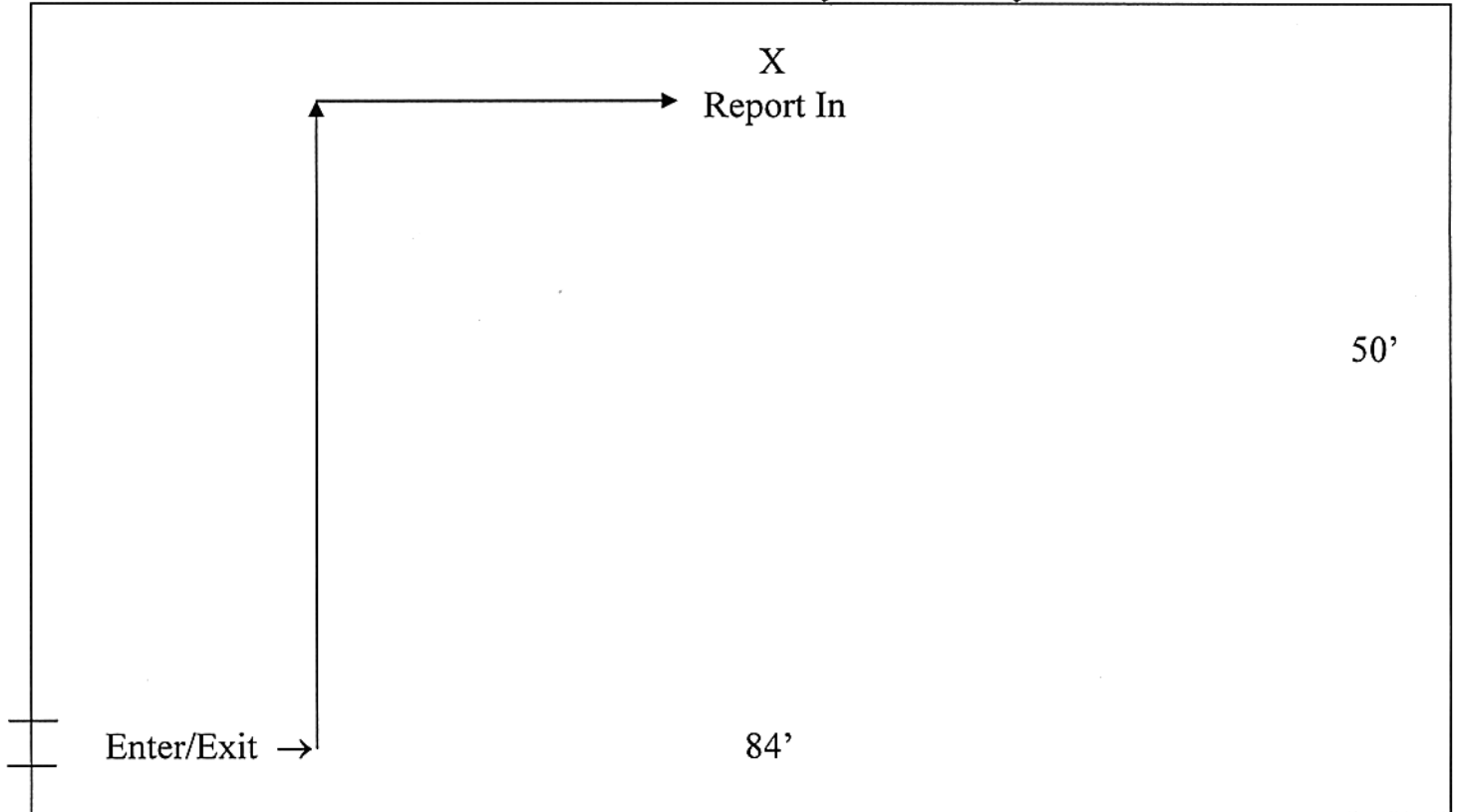
NOTE: The Unarmed IDR Platoon Inspection and Unarmed IDR Drill will take place at North Park Elementary School just across the highway from North Hardin High School. There will be a shuttle bus provided to take your team across the highway to the Elementary School. It will depart from in from of North Hardin High School every 30 min. throughout the day. The Inspection will take place in the cafeteria and the IDR Platoon Drill will take place in the gym, which is just next door to the cafeteria. You enter both places from the rear of the school.

LOCATIONS OF UNARMED DRILL:

- a. The Unarmed IDR Platoon Drill and IDR Platoon Inspection will be conducted at the North Park Elementary School Gym and Cafeteria located across the highway (Logsdon Parkway) from North Hardin High School.
- b. The IDR Platoon Inspection will take place in the Elementary School Cafeteria. Entrance to the Cafeteria is in the rear of the school.
- c. The IDR Platoon Drill will take place in the Gym after completion of the In-ranks Inspection. The Gym is located next to the Cafeteria in a separate Building, which is just a short distance away. There is a covered sidewalk that leads from the cafeteria to the gym. Signs will be posted as well.
- d. The Color Guard competition for both the Armed and Unarmed Divisions will be held in the Small Gym at North Hardin High School. All Armed Division Color Guards will enter the Small Gym from the Cafeteria side of the Gym and compete on Floor # 1 and all Unarmed Division Color Guards will enter the Small Gym from the outside entrance and compete on Floor # 2.
- e. The Unarmed Exhibition Drill Teams will drill in the Small Gym on Sunday.

UNARMED IDR Platoon Competition Area

North Park Elementary School Gym



XXXXXXXXXXXXXXXXX Seating XXXXXXXXXXXXXXXXXXXX

This gym is a more restricted area. There is adequate space to do the routine. Platoons will have the entire floor. There are no boundaries except the walls. There will be limited seating in the gym for spectators on the right side of the floor when you first enter the gym.

Note: All Unarmed IDR Platoons will be inspected prior to entering the North Park Elementary School Gym. The in-ranks inspection will take place in the cafeteria. The entrance is in the rear of the school. There will be North Hardin HS JROTC Cadets providing directions to these areas once you arrive at the rear of the school. Please be on time for these events so we can stay on schedule. Your cooperation is greatly appreciated.

ANNEX III UNARMED IDR PLATOON INSPECTION INSTRUCTIONS

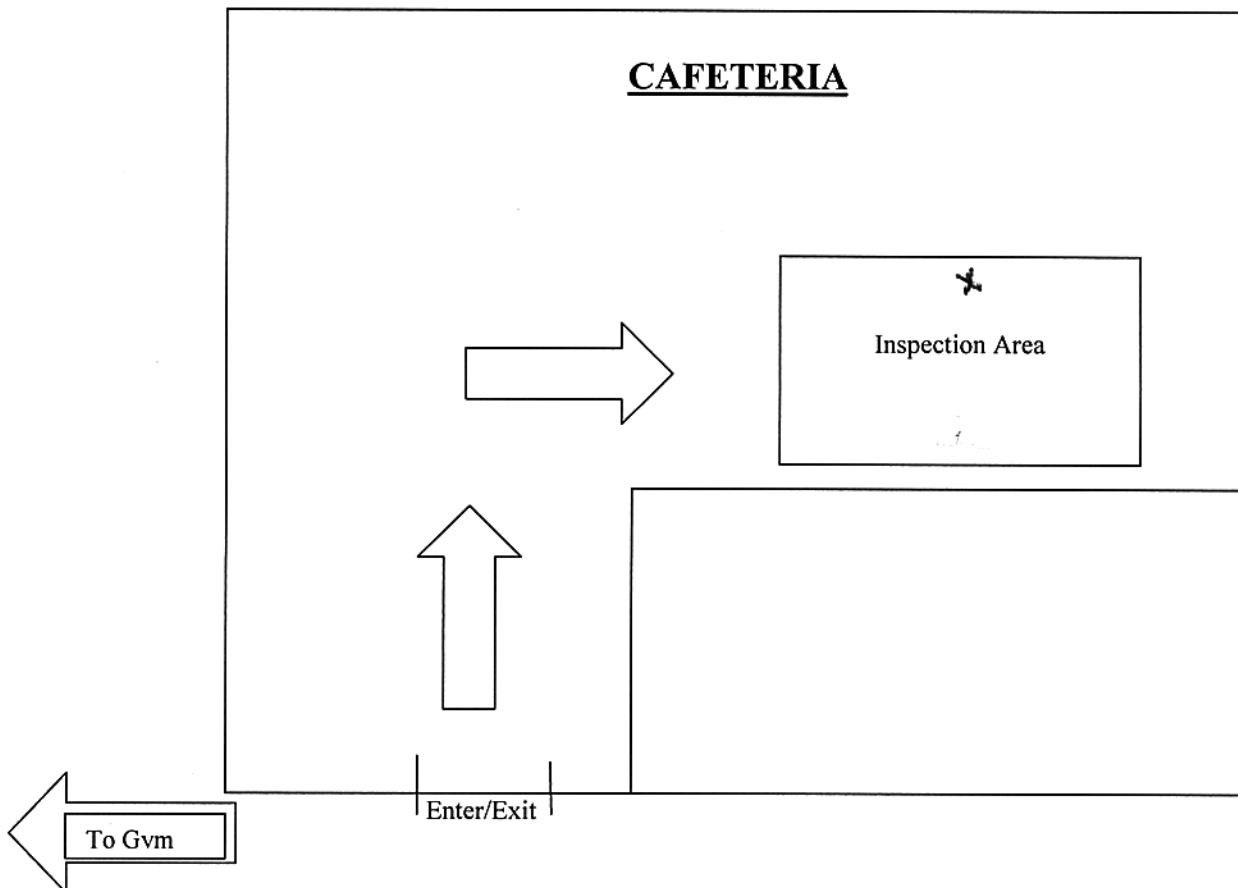
PROCEDURES: All Unarmed IDR Platoons are required to undergo an in-ranks inspection. The inspection will take place at North Park Elementary School in the cafeteria located across the highway in the rear of the school. As soon as the Unarmed IDR Platoon arrives at the rear of the school they will be directed to the inspection area when it is their time to be inspected.

The Platoon will be formed into 4 (four) 3-person teams/squads for the inspection. Each of the four teams will be inspected by a Drill Sergeant. The Platoon Leader will remain in the front of the formation during the inspection. Once the inspection is completed then the Platoon Leader will face the Platoon and give the appropriate commands to move the Platoon out of the cafeteria.

Then the Platoon Leader will move the platoon to the Gym entrance and stand-by in the entry foyer until it is their scheduled time to drill. Once the Platoon has completed the drill sequence they will need to move back across the highway to North Hardin High School and get ready for their next event of the day.

RULES: The Unarmed IDR In-ranks inspection is a separate event category with trophies being awarded for the 1st, 2nd, 3rd, 4th, and 5th place finishers. In addition, the inspection score will be used as a tie-breaker in the event of a tie at the end of the competition. It will also count towards the overall drill championship points.

North Park Elementary School





2016 Army JROTC National Drill Championships

Unarmed Inspection

School Name: _____

Team Name: _____

CC Initials

Grand Total

Head Judge #1	Max Points	Poor	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
Correct Inspection Procedures <i>Correct formation, open ranks, salutes, verbal requirements, etc.</i>	10	1 - 2	3 - 8	9 - 10	
Entry/Exit Overall Quality <i>Unit dress & cover, distance, interval, centering, marching quality</i>	10	1 - 2	3 - 8	9 - 10	
Team Unity, Snap & Pop <i>Is the unit "looked on" and tight or just going through the motions</i>	10	1 - 2	3 - 8	9 - 10	
Overall Commander Score <i>Verbal projection, presence, bearing, movements of CMDR</i>	10	1 - 2	3 - 8	9 - 10	
INDIVIDUAL INSPECTIONS					
Personal Hygiene <i>To include breath, nails, shave, facial hair, and overall grooming</i>	35	1 - 7	8 - 28	29 - 35	
Uniform Preparation & Appearance <i>Uniform prepared as per regs, attention to detail</i>	35	1 - 7	8 - 28	29 - 35	
Position of Attention / Bearing <i>Cadet correct position of attention & bearing displayed at all times</i>	35	1 - 7	8 - 28	29 - 35	
Confidence & Intensity <i>Solid, self-assured demeanor with laser focus sharpness</i>	35	1 - 7	8 - 28	29 - 35	
Overall Unit Impression <i>Taken in total, how impressive was the entire unit?</i>	35	1 - 7	8 - 28	29 - 35	
Overall Knowledge <i>Correctness & depth of all responses given to judge</i>	35	1 - 7	8 - 28	29 - 35	
Total Inspection Points	250				

*Any score in the POOR category above MUST have details written below

Uniform Violations:

Minor (-20 pts.) OR Major (-50 pts.) Violation = _____

Uniform Violation (check and circle the specific violation):

- | | |
|---|---|
| <input type="checkbox"/> Exhibition Uniform | <input type="checkbox"/> Chrome Helmets |
| <input type="checkbox"/> Scarves / Ascots | <input type="checkbox"/> Spatz / Boots |
| <input type="checkbox"/> Other (be specific): _____ | |

Judge's Name: _____

Judge's Notes: _____

FILL OUT ONLY IF UNIT IS OUTSIDE REQ. NUMBERS

Penalty - 25 points per missing cadet (12 cadets + cadet cmdr REQUIRED)

Unit Missing One Cadet	Unit Missing Two Cadets
-25	-50
Cadet Commander's Initials:	

ANNEX IV UNARMED COLOR GUARD INSTRUCTIONS

RULES:

- a. Four (4) person Color Guard (May consist of all Male, all Female, or Coed members)
- b. Only one (1) Color Guard per school per Division. (If you enter both Divisions you can have two (2) Color Guards.
- c. Competitors must wear the Class A ~~or~~ Class B ~~or~~ new ASU uniform designated by their unit. Color Guards will **not** be inspected. However, 15 penalty points will be assessed if the entire team is not in the same uniform.
- d. Judging criteria will be based on FM 3-21.5, Chapter 15, Drill and Ceremonies dated July 2003. NOTE: Teams are cautioned not to mix exhibition movements with regulation movements. Penalty points may result.
- e. The Color Guard Commander **may not** use cue cards. All commands must be memorized.
- f. The Color Guard will have a maximum of ten (10) minutes to complete the sequence. There is no minimum time limit.
- g. Each Unarmed Color Guard will be judged by the same set of judges.
- h. Teams are cautioned that the proper marching cadence for this event is 120 steps/beats per minute. Cadence will be timed. Penalty points will be accessed for marching too slow or too fast.
- i. All Unarmed Color Guards will enter the Small Gym from the outside entrance at the far end of the Gym and compete on Floor # 2.
- j. As in all events, judges' scoring and decisions are final.

HINT: Do not speed up your cadence when you are executing Colors Reverse, Right or Left Wheel. Also make sure that you execute Parade Rest properly as well as Eyes Right and Present Arms. (See FM 3-21.5, Ch 15).



2016 Army JROTC National Drill Championships Unarmed Division Color Guard

School Name: _____
 Team Name: _____
 «Code» _____

CC Initials

Grand Total

Head Judge - #1

A 5-second pause must be maintained after executing **BOLD UPPERCASE COMMANDS**

Color Guard Sequence	Point Range	Judge Score
ENTER THE DRILL FLOOR to begin scoring – 340 total		
1. Uncase Colors ³	0-100	
2. Report In ¹	0-20	
3. Colors Reverse March (forward march)	0-10	
4. Left Wheel March (forward march)	0-10	
5. Colors Reverse March (forward march)	0-10	
6. Color Guard, Halt	0-10	
7. Order Colors	0-10	
8. Parade Rest	0-10	
9. Color Guard, Attention	0-10	
10. CARRY COLORS	0-10	
11. Forward March		
12. Right Wheel March (forward march)	0-10	
13. Right Wheel March (forward march)	0-10	
14. Colors Reverse March (forward march)	0-10	
15. Eyes Right	0-10	
16. Ready Front	0-10	
17. Left Wheel March (forward march)	0-10	
18. Left Wheel March (forward march)	0-10	
19. Left Wheel March (forward march)	0-10	
20. COLOR GUARD, HALT		
21. Report Out ²	0-20	
OVERALL TECHNICAL SCORE	0-20	
OVERALL PRECISION SCORE	0-20	

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).

PENALTIES

1. Boundary Violations:
 _____ Occurrences @ 5 points per = _____
 2. Incorrect Commands:
 _____ Occurrences @ 5 points per = _____
 3. Pause Violations:
 _____ Occurrences @ 5 points per = _____
 4. Uneven/Improper Cadence:
 Minor (-20 pts.) OR Major (-50 pts.)
 SPECIFY DEDUCTION BELOW = _____
 5. Uniform Violations:
 Minor (-20 pts.) OR Major (-50 pts.)
 SPECIFY DEDUCTION BELOW = _____
- PENALTY TOTAL = _____

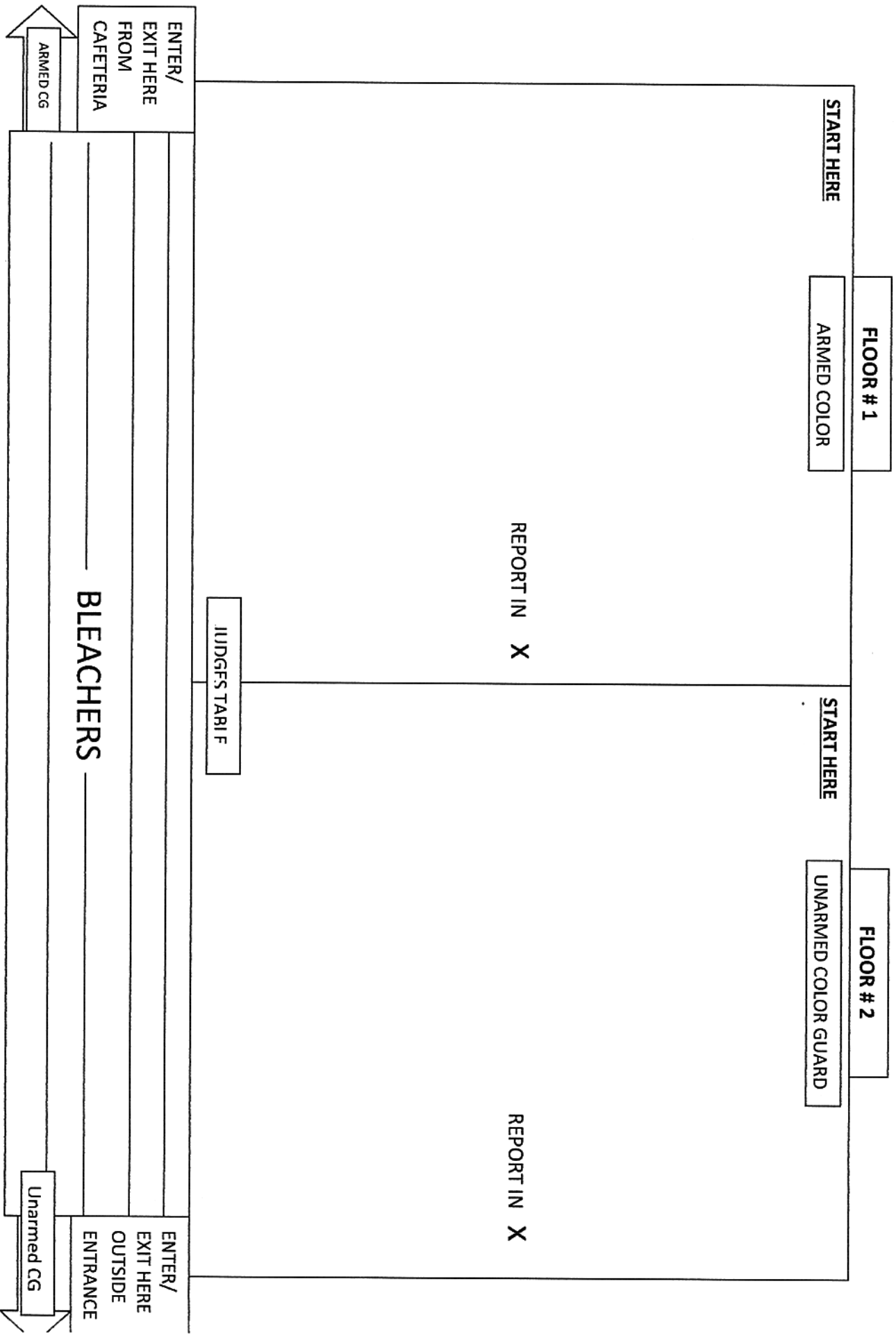
(for SNI use only)
Judge Total Points

Judges Name: _____

Judge's Notes:

ANNEX IV

ARMED & UNARMED COLOR GUARD DRILL FLOOR DIAGRAM



ANNEX V UNARMED EXHIBITION DRILL TEAM INSTRUCTIONS

PROCEDURES: All Unarmed Exhibition Teams will perform their routines in the Small Gym at North Hardin High School starting on Sunday morning at 0800 hrs.

All Exhibition Drill Teams must have 9 members including the commander. There is no maximum number. Points will be deducted ~~if~~ the team has less than 9 members.

The Exhibition Drill sequence must be at least 6 minutes but not more than 9 minutes in length. The time starts when the team enters the drill floor and the time stops when the team exits the drill floor. There will be deductions for teams going under or over the time limits.

Exhibition Teams may wear any type of uniform as long as it is military in appearance. You may wear helmets, gloves, pistol belts, ascots or scarves, etc.

The Exhibition Drill Score Sheet is included on the next page of this ANNEX.

At the conclusion of all Exhibition Drill there will be an awards ceremony in the Big Gym at North Hardin High School. All Exhibition Drill Team trophies will be awarded and the Overall Armed and Unarmed Drill Team Champions will receive their Overall Championship trophies.

NOTE: If you have a unit guidon you are encouraged to bring it with you to the competition so your unit will be identified during the Award Ceremony.

All four IDR and Exhibition Team events on Saturday and Sunday will count towards the overall Drill Team Championship. The four events included in the Drill Competition are:

ARMED DIVISION

1. IDR PLT DRILL
2. IDR PLT INSPECTION
3. COLOR GUARD
4. EXHIBITION TEAM

UNARMED DIVISION

1. IDR PLT DRILL
2. IDR PLT INSPECTION
3. COLOR GUARD
4. EXHIBITION TEAM



2016 Army JROTC National Drill Championships

Unarmed Division - Team Exhibition

School Name: _____

Team Name: _____

Grand Total

CC Initials

Head Judge #1	Max Points	Poor*	Average	Exceptional	Notes
Performance Overview					
REPORT IN <i>Verbal report in; all movements to enter floor & report in to HJ</i>	15	1 - 3	4 - 12	13 - 15	
REPORT OUT <i>Verbal report out; all movements to report out to HJ & exit floor</i>	15	1 - 3	4 - 12	13 - 15	
Team/Cadet APPEARANCE <i>Uniform/ overall preparation & presentation</i>	15	1 - 3	4 - 12	13 - 15	
Routine FLOOR USE <i>Meaningful use of the entire drill floor</i>	15	1 - 3	4 - 12	13 - 15	
Team/Cadet BEARING <i>Body & facial control, military carriage</i>	30	1 - 6	7 - 24	25 - 30	
Routine MARCHING <i>Dress, alignment and marching proficiency,</i>	30	1 - 6	7 - 24	25 - 30	
Routine VARIETY <i>Diversity of movements to display overall excellence</i>	30	1 - 6	7 - 24	25 - 30	
Routine DIFFICULTY <i>Routine as presented required MUCH PRACTICE!</i>	30	1 - 6	7 - 24	25 - 30	
Routine PRECISION <i>Exacting, flawless & meticulous maneuvers - "anti-sloppy"</i>	30	1 - 6	7 - 24	25 - 30	
Routine SHOWMANSHIP <i>Flair, style and "wow factor" that turns heads/ rivets watchers</i>	30	1 - 6	7 - 24	25 - 30	
Routine COMPOSITION & FLOW <i>Routine is unique & well constructed w/ fitting transitions</i>	30	1 - 6	7 - 24	25 - 30	
OVERALL IMPRESSION <i>Subjective score of entire routine as presented</i>	30	1 - 6	7 - 24	25 - 30	
MILITARY Flavor <i>Routine proudly befits a military competition</i>	40	1 - 8	9 - 42	33 - 40	
Total Exhibition Drill Points	340				

*Any score in the POOR category above MUST have details written below

Number	PENALTIES - HEAD JUDGE ONLY	Total Points
	Boundary Violations @5 points each occurrence	
	Seconds over/under time @ 1 point per second (Minimum 6 minutes - Maximum 9 Minutes)	
	TOTAL PENALTY POINTS	

Penalty - 25 points per missing cadet
(8 cadets + c/CDR MIN. - NO MAX LIMIT)

**Unit Missing
One Cadet**

-25

**Unit Missing
Two Cadets**

-50

Cadet Commander's Initials:

Judge's Name: _____

Notes:

LOI # 3 AIR RIFLE RULES/INSTRUCTIONS

MEMORANDUM FOR: JROTC Rifle Teams (Sporter, 1st Year Sporter and Precision)

SUBJECT: SGM Paul C. Gray JROTC Memorial Air Rifle Championship

The purpose of this memorandum is to outline details of the Air Rifle competition. This year the air rifle match will be a shoulder match with separate categories for Sporter, 1st Year Sporter and Precision air rifle teams and individuals. Each team will consist of 4 Cadets.

- 1. Location:** This year the Air Rifle competition will take place at the **North Middle School** main gym, located at 100 Trojan Way, Radcliff, KY. 40160 (approx 2 miles from North Hardin High School just off Hwy 313 (Joe Prather Hwy) on 11 March 2017, starting at 0730 hours and ending NLT 1700 hours. There will be 5 relays this year and no relay on Friday evening as in the past.
NOTE: This is a change from previous years. **DO NOT SHOW UP AT JOHN HARDIN HS**
- 2. General Rules:** the Air Rifle competition will follow the 2016 - 2018 National Standards Three-Position Air Rifle Rules. **NOTE:** If you do not have enough equipment to allow all of your teams to shoot on the same relay then you need to let MSG Mathews know this so he doesn't put all of your teams on the same relay.
- 3. Course of Fire:** Teams will shoot a (3x10) course of fire, firing ten shots (10) prone, ten shots (10) standing, and ten shots (10) kneeling, in this order. Targets to be used are the Orion 3P Air Rifle Targets (12 bull eyes) and will be furnished by 7th Bde JROTC. The pellets to be used are caliber .177 match grade and are the responsibility of each team to provide their own pellets.
- 4. NOTE:** Results of the rifle match will not count toward the overall 7th Bde Drill Competition. No single individual may shoot in more than one category or on more than one team.
- 5. Relay Schedule:** The following relay schedule has been established for the match.
Please note that sporter and precision teams will compete on the same relays.

First Relay	0730 - 09:00	(15 Teams max)
Second Relay	0930 - 1100	(15 Teams max)
Third Relay	1130 - 13:00	(15 Teams max)
Fourth Relay	1330 - 15:00	(15 Teams max)
Fifth Relay	1530 - 17:00	(15 Teams max)
- 6. Scoring:** **All targets will be scored using the Orion Computerized Target Scoring System. After completion of each relay there will be a Challenge Period to allow each coach to check their targets and make sure there are no problems with the scoring of the targets. Once the Challenge Period is over all scores are official and no changes will be made.**
- 7. Awards:** 1st thru 5th Place Team trophies and 1st thru 5th Place Individual medals will be awarded to both the Sporter and the 1st Year Sporter Teams and Individual winners. 1st thru 3rd Place Team trophies and 1st thru 3rd Place Individual medals will be awarded to the Precision class winners. The awards will be presented at North Hardin High School on Saturday evening at the conclusion of all competition that day (approx. 1800 hrs.). All award winners are encouraged to stay for the award ceremony prior to returning to your home school. If you can't stay please notify Lee Redmon that you will not be present at the award ceremony. This year all Team awards will be trophies and all individual awards will be medals.

Questions: about the rifle competition should be directed to CSM Charles Robinson (Range OIC) at 270-769-8998, John Hardin High School, JROTC or Lee Redmon, 7th Bde JROTC, at 502-624-5478

SGM Paul C. Gray Memorial JROTC Invitational

LOI # 4 Academic Challenge Rules/Instructions

MEMORANDUM FOR: JROTC Academic Challenge Teams

SUBJECT: 7th Bde JROTC Academic Challenge Competition SY 2016-2017

The purpose of this memorandum is to outline details associated with the 7th Brigade Academic Challenge Competition. This competition will test your JROTC Cadet's curriculum knowledge of selected LET I and LET II subjects.

1. **Location:** The Academic Challenge will take place at North Hardin High School, located at 801 S. Logsdon Parkway, Radcliff, KY in the main school library located on the 2nd floor.
2. **Concept of Operation:** Teams will compete in a "head-to-head" competition environment; however, not in a playoff elimination system. A maximum of 10 teams will compete at the same time in each of 4 or 5 time slots depending on the number of teams that have entered the competition. Teams will consist of five (5) Cadets; **only one Team per school may enter.** Teams are not restricted by LET Level or by gender. Each Team member will answer all questions using the CPS System. A Team's score will be the total of all 5 Cadet scores. Teams will have 30 minutes to answer a total of 45 multiple choice and/or True/False questions. The test will be in two parts.
 - a. **PART I** each Cadet will have 20 minutes to answer forty (40) questions or 30 seconds per question. The CPS Delivery Method will be, "**Teacher Managed, Time Based**" Delivery. Questions will be selected from the following LET I and LET II Lesson materials and the FIT Questions for those lessons in the Curriculum Manager:
LET I: Unit 2, Chapter 1, Lessons 1 – 5; U3C1L1-4; U3C2L3-4
LET II: Unit 4, Chapter 2, Lessons 1 – 3, L7-L8; U4C3L1; U6C1L1-2
 - b. **PART II** each Cadet will be given a protractor, a pencil, a 1:50,000 military topographical map extract with corresponding legend, and a piece of scratch paper for this portion of the test. You will have 10 minutes to answer five (5) Map Reading questions. The CPS Delivery Method will be, "**FastGrade Lesson**" Delivery. Questions will be from the following: 6-digit and 8 digit grid coordinates/man-made and natural terrain features/straight-line and curved line distance.
3. **Awards:** Trophies will be given to the 1st thru 5th Place Team winners; and medals for the 1st thru 5th Place Individual winners. The tie-breaker for both Team and Individuals will be the lowest time for correctly answering the Map Reading Portion. The awards will be presented at North Hardin High School on Saturday evening at the conclusion of all competition that day (approx. 1800 hrs).
4. **Team Roster/Uniform:** Each Team Captain must bring a JUMS Alpha Roster by LET Level of all 5 members of the team to the main school library NLT 30 minutes prior to your scheduled competition time. There is no uniform requirement for this competition.
5. **POC:** SFC Edgardo Rivera, (313)-852-6710 or (313) 852-6719 (direct)
6. **Cost:** FREE