



American Legion Virginia State Joint Drill Competition (ALVSJDCS)

STANDARD OPERATING PROCEDURES

February 22, 2025

Location: C D Hylton High School

14051 Spriggs Rd. Woodbridge, VA 22193

Entry Form Fee: \$75.00 per team which includes all events and one solo, duets. Additional duets and solo are \$20.00 each.

RSVP NO LATER THAN: 15 Dec 2024

E-mail Address: molecop212@gmail.com

Mail all entry forms and fees to:

American Legion Virginia State Joint Drill Competition (Attn: Mark Stein)

7041 Stafford Street.
Warrenton, Virginia 20187

Name: _____

School: _____

Email: _____

Phone Number: _____

Events		Yes	No
1	Armed Regulation (minimum 9 cadets + commander)		
2	Unarmed Regulation (minimum 9 cadets + commander)		
3	Armed Inspection (minimum 9 cadets + commander)		
4	Unarmed Inspection (minimum 9 cadets + commander)		
5	Color Guard (4 cadets)		
6	Armed Exhibition (minimum 8 cadets + commander)		

7	Unarmed Exhibition (minimum 8 cadets + commander)		
8	Armed Solo		
9	Armed Duet		
10	Unarmed Duet		
11	Extra Solo \$20.00 additional fee		
12	Extra Armed Duet \$20.00 additional fee		
13	Extra Unarmed Duet \$20.00 additional fee		

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GENERAL OPERATING SOP

SECTION 1 - EVENT OVERVIEW

A. The ALVSJDC SOP

1. This General Operating SOP will include all information pertinent to the competition and necessary for your team's preparation and attendance at the Virginia State High School Drill Team Championships. Along with the rules and regulations of the meet, there will also be extensive information on the management of the event by the Virginia American Legion. The success of your trip will depend on your ability to internalize all the regulations of the Joint competition. Please familiarize yourself with this SOP in detail.
2. Once you have read this SOP and understand all its terms and conditions, please contact the American Legion to ask any questions you may have. Please register to attend the event by emailing your registration form and mailing your fee to:

American Legion Virginia State Joint Drill Competition (Attn: Mark Stein)
7041 Stafford Street.
Warrenton, Virginia 20187

3. All schools must mail the registration paperwork and pay fees to be officially registered. The Registration Fee for all schools of the ALVSJDC is \$75.00 which includes participation in every event including one solo and duets for armed and unarmed cadets and any additional solos or duets the cost for each additional entry is \$20.00.
4. All competitors, instructors, and team supporters are subject to comply with all rules & procedures of the ALVSJDC maintained on all required websites and especially within the SOPs of the event. Any items not specifically covered by your service manual or by the American Legion are at the sole discretion and determination of the Judging Director and/or American Legion Management.

B. Event Management & Sponsorship

1. The ALVSJDC is managed & produced by the Virginia State American Legion. The Event Manager is the Unity Reed High School JROTC Instructors and is responsible for organizing all aspects of the event, from setting up the rules and procedures. The American Legion is responsible for securing the facilities, and judges. The host unit location is responsible for maintaining site support from set up, to clean up in addition to any facility coordination issues with the American Legion.
2. The State Joint competition is sponsored by the American Legion and heavily supported by all service branches. Input into the rules and regulations for the event are garnered largely by feedback from the attending schools and the Event Managers input. It is always welcome and much appreciated when those who make the drill meet provide feedback to make it better in the future!
3. The Joint Competition has a long-standing history and is a highly respected drill & ceremony competition held in the State of Virginia. With a small hiatus due to COVID the American Legion vows to make this event successful again. We constantly work hard to ensure fairness, transparency, safety and glorification of the hard-working cadets and programs remain our top focus!

SECTION 2 – GENERAL EVENT INFORMATION

A. ALVSJDC Event Entry & Related Info

1. The Virginia State competition is open to JROTC programs and select other quality drill groups after review by the competition committee of American Legion. Under no circumstances may any competition attendee be older than high school age and status to compete.

2. Teams making the decision to attend the ALVSJDC should reserve a competition slot by emailing the registration form and sending the registration fee via mail by the annual December 10th "early decision" deadline. Schools registering will be reviewed and limited by space availability and other factors. Should an emergency preclude any registered team from attending, the team should immediately contact ALVSJDC. While the Registration Fee likely remains non-refundable, your prompt notification could allow another deserving team to attend -- thereby keeping your school in good standing at the ALVSJDC.
3. No pass or ticket of any kind will be needed to enter the building. Schools may wish to have their bus drop them off and pick them up after the event.
4. The ALVSJDC competition maintains no realistic ability to stream the scores of events happening through the competition. We STRONGLY recommend YOUR SCHOOL maintain an active Facebook page and inside that group, you are encouraged to post still pictures and FB Live Stream your performances through the event.

B. Competition Discipline & Conduct

1. Discipline problems are not expected at a drill meet of this caliber. ALVSJDC committee reserves the right to remove any individual, group or entire unit from the event for destructive, profane or other conduct unbecoming JROTC cadets or conduct detrimental to the competition. This includes bad conduct in or around the competition site, or any common areas outside.
2. While cadets are waiting to compete at the competition site or just remaining as spectators, they must be either: #1) in the lobby area, #2) at the concession or rest room areas, #3) in their seats watching the event. Dressing areas are provided solely for the convenience of teams. These areas are totally unsecured. Teams using these areas should not leave personal belongings unattended. Any abuse of these facilities will not be tolerated. While at the competition site, teams should only dress in dressing rooms or restroom facilities. Do not allow your cadets to dress in the bleachers.

C. Commander's Call

1. An online ZOOM CONFERENCE COMMANDER'S CALL will be held for the ALVSJDC event. The date and time for this will be provided to all registered schools in advance. Expansive and detailed, this meeting will highlight key points of the competition as well as attendance items for your school and any last-minute updates. This online meeting can also take questions (primarily in the chat window). Please remember, all event questions are ideally asked in advance via email or telephone. Last-minute instructor's questions on-site should be avoided at all costs.

D. Awards Ceremony

1. The ALVSJDC Awards Ceremony for all drill events hosted during the competition will be held after the final event.
2. No team placements will be announced in advance under any circumstances. The Awards Ceremony is as much a part of the ALVSJDC competition as any team event. Attendance is EXPECTED unless prior permission has been granted for true emergencies. All teams are expected to attend in uniform. Saluting is expected when receiving trophies.

SECTION 3 - COMPETITION RULES

A. Eligibility & Performance

1. The competition will maintain JROTC units and other select drill groups.
2. While the competition uses service manuals as a guideline (Army TC 3-21.5, MCO 5060.20 & AF Pamphlet 34-1203, respectively), event judges are trained to score competing units in accordance with the performers' chosen service manual. This allows all units to compete evenly, be it Army, Marine, Navy, Air Force, Space Force or Coast Guard. However, the big three manuals for the Army, Marines/Navy and Air Force are the only ones authorized for use. The Navy Cadet Field Manual (though like the MCO) nor any other manuals are known to the judges and not approved.
6. SOP changes or clarifications will be covered in advance. As these changes are made, minor changes will be emailed out to the registered unit. Units are responsible for checking their email TO ENSURE THEY RECEIVE UPDATES up until the week prior to the event.

B. Competition Schedules

1. The event schedule will be emailed out approximately one week in advance.
2. Every effort is made to have school competition times do not overlap or conflict. However, there are limitations to how

much time can be factored in to providing ample gaps between each performance by multiple teams from one school. Be prepared for this potential factor in your attendance.

SECTION 4 - TROPHIES & AWARDS

A. Team Events & ALVSJDC Championship Trophies

1. All teams are eligible to win team trophies providing they enter and perform in every category outside of duets and solos. Every event scored toward the overall championships will maintain 1st through 3rd place team trophies. A state championship trophy will be presented to the overall winner.

B. Solo and Dual Exhibition Events

1. Each TEAM is allowed to enter ONE solo and ONE dual entry (ARMED) or one dual entry (UNARMED). Schools who feel they have a 2nd entry that is worthy of this lofty competition may pay \$20 to gain a 2nd entry slot into either or both Solo or Dual competitions.
3. All Solo & Dual entries may be male, female or mixed for dual teams. Gender is not a determining factor. If there are at minimum FIVE female solo or dual armed entries, American Legion will have these individuals compete separately from their all-male counterparts and produce trophies in 1st, 2nd and 3rd exclusively for female Solo and/or dual Armed Exhibition. A mixed dual team (one male/one female) will always compete with male teams.

SECTION 5 - GENERAL COMPETITION ITEMS

A. Competition Guidelines

1. The competition score sheets, and Color Guard have been written under the guidelines and terminology of the Army TC 3-21.5. The Unarmed Scoresheets are written using Air Force Pamphlet 34-1203 guidelines and terminology. Teams may use any one of the three major service manuals for competition. The USAF will use Army TC 3-21.5 for rifle maneuvers and will use AF Pamphlet 34-1203 for all other drill movements.
2. Only the modifications contained within this SOP are allowed.
3. **The ALVSJDC allows all units to perform in accordance with the requirements outlined in their service manual with a few exceptions.** However, portions of some events WILL REQUIRE the use of the Army manual (as in Uncase Colors procedure in Color Guard or all rifle movements for Air Force teams within Armed basic event drill). **Specifics on EXACTLY HOW THIS MUST BE DONE are listed in detail under specific event directions within this SOP.** This drill meet SOP has been studied by drill instructors from all services and SMEs in drill & ceremony ensuring that it maintains the fairest all-service drill meet format possible.
4. Armed events allow rifles of 9 lbs. or higher in weight. Judges may inspect all rifles at the beginning of each routine and any team competing with rifles less than 9 lbs. will be ineligible for the competition. Rifles are not permitted within the Unarmed Division.
5. **POINT OF EMPHASIS in 2025:** Teams who have LEFT their competition areas may not CHANT, SING, STOMP ON BLEACHER STAIRS or make other loud sounds that serve no purpose in scoring but DO HAVE AN IMPACT in disrupting and distracting those that ARE COMPETING and being SCORED. A SUBJECTIVE OVERALL PENALTY may be imposed by the judging director if this behavior impacted a competing school.
6. Swords or sabers or related items may NOT be used in lieu of rifles unless specifically listed and allowed within these regulations. With this, "Sabre teams" or other non-rifle based armed exhibition performances are ineligible.
7. No "bladed" or drill using a bayonet of any kind is allowed anywhere.
8. Required number of cadets for all team events:
Inspection – 9 - 12 + CDR – all Divisions
Regulation – 9 - 12 + CDR – all Divisions
Color Guard – 4 person – 2 rifles/2 flags only
Team Exhibition – 8+CDR minimum – no maximum

B. ALVSJDC Championship Events

1. The events counted towards the National Championship are: **Unit Armed / Unarmed Inspection, Platoon/Flight Regulation, Color Guard, and Team Exhibition**. Other events are held but are not a part of the Overall Championship scoring.

C. General Performance Regulations

1. No guide on is permitted during any competitions only.
2. **NO SHOE TAPS MAY BE WORN DURING ANY FACET** of the ALVSJDC competition.
3. During report in, the commander must verbally announce the school and/or team name and service affiliation. In basic events they must also state "we will drill in accordance with XXX manual" or words to that effect. (Note: **This is critical -- don't make a judge guess.**) In Inspection, the CMDR should note the service manual used covering the Uniform and Appearance guidelines. Other items may be mentioned during the report in but are not required. During report out, they should give their school's name and city and make clear they are completed. It is customary to ask permission to enter and depart.
4. Given that a large portion of the skill in the Color Guard & Regulation Drill competition is marching in cadence (with appropriate penalty deductions for improper cadence), it should be noted that **NO CADENCE IS PERMITTED to be called during any event.**
5. Cadets will be considered "performing" if they enter & depart the floor with the unit and actively participate in the routine. Their level, scope or talent of their performance is not an issue. The team may receive diminished scores for having cadets not fully participating in the eyes of the judges and may not be counted toward the number of cadets on the team and may receive a penalty.
6. **The standard minimum cadence should be 112 steps to maximum cadets of 120 steps per minute.** Each service will adhere to their own service regulation requirements regarding step length such as USAF uses a 24-inch step and Army uses a 30-inch step.
7. Many stationary movements listed in Regulation and Color Guard Drill have been both **HIGHLIGHTED & CAPITALIZED IN BOLD PRINT**. These commands must be performed with a **5-SECOND PAUSE** - between *the completion of that movement* and *the command to begin the next movement*. Failure to perform the required pause will result in a 5-point per-occurrence penalty. While not graded for time, teams should practice what FIVE SECONDS feels like to not make a judge wait too long or short.
8. During Regulation and Color Guard Drill, the performance of extra movements not required by your service or the drill sequence (done primarily to avoid boundary violations), will result in a 5-point per-occurrence penalty. Special attention is also given to judges to ensure proper enforcement of regulation movements and recognizing improper actions (i.e., foot stomping, improper flashy movements, etc.).
9. No bayonets, handguns, special effects, props, music or musical instruments (bugles, drums - ANY musical instrument), pyrotechnics or banners/flags (except those required to perform) are allowed while performing. Additionally, **no horns, whistles, or any other artificial noise-making devices may be used inside the drill competition area by spectators at any time.**
10. It is common practice to have spectators deliver signals to let their unit know they are approaching their performance time limit. This is not prohibited so long as the guidelines described above on whistles and other artificial noise-making devices are followed. Teams/individuals may be removed from the event for violating this area.
11. Should a drill rifle break or become unusable during any performance, or if an additional rifle is to be added in exhibition drill, a back-up drill rifle may be **handed** to a performing cadet. This drill rifle hand-off will be made only by a performing cadet leaving the formation, moving to the boundary, and having a new rifle exchanged with someone just outside the competition area. He/she will then rejoin the formation and continue the performance. No added time will be allowed for such an occurrence. This can be done as many times as necessary during a performance.
12. 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 direct the raised cadet to dismount. The team will then be disqualified from that event by subsequent review by the ALVSJDC Director.
13. Units should plan to be at the event location at least 30 minutes before their team's scheduled performance time as parking, unloading, can take time. Teams changing into Exhibition uniforms should do so immediately following their previous event. Teams will have **no less than** 20 minutes to change for exhibition competition so plan your time & uniform accordingly! Teams must be in the drill ready area immediately before the group's completion. Teams who delay an event due to tardiness **may be removed from that event.**

14. As per USMC HQ directive, all Marine Corps JROTC teams competing MUST utilize the equipment, marching style and movements outlined within the Marine Corps Order along with permitted JROTC competition drill exceptions. These largely pertain to movements designed to be more standardized to better allow USMC JROTC programs to compete on a more even playing field with the other services. A big one is executing "Uncase Colors". These procedures have been standardized for ALL units to execute the prescribed movements as per the instructions found on the Scoresheet & SOP section to include Marines with the blessing of USMC JROTC HQ.

D. Uniform & Rank Regulations

1. All teams competing during non-exhibition performances (Inspection, Regulation, & Color Guard) will wear a **MILITARY UNIFORM** of their choosing. This uniform may be a dress or service issue. **UNIFORM MUST MAINTAIN A COVER!** The overriding requirement is that the uniform must be presented in accordance with a written regulation manual that can be clearly enumerated, defined and utilized by a judge to grade and review. Military academies, etc. MUST CALL IN ADVANCE to ensure the uniform they plan to wear will be approved! This information will be presented to the judges in advance to ensure schools who maintain deviations are not penalized. We believe this rule will allow the judges to score better on each cadet.
2. American Legion is looking for a military-style uniform. This means many popular uniforms worn here in past competitions are perfectly acceptable. These include:
 - Marine and Army Dress Blue Uniform / Air Force, Army & Navy Academy Uniforms
 - Standard Class "A" or "B" service uniforms.
3. Below are uniform items that have come up in discussion previously. THIS IS BY NO MEANS THE ENTIRE LIST OF ITEMS NOT ALLOWED. It is just a good starting point to give all attendees the concept of what we are looking for during all Standard Drill events --- and what we are NOT looking for. These regs apply to Color Guards as well as Regulation drill members (EXHIBITION TEAMS MAY STILL WEAR ANYTHING THEY WISH).
 - ❑ **No wristbands, headbands, ASCOTS or other related neckwear** (ascots, scarves, etc. are strictly exhibition wear). **No spats, boot blouses, or related fancy legging items.** Frankly, leather shoes or coframes are what we are looking for here (straight leg pants). Boots are prohibited in regulation events. **A single cord** on each shoulder may be worn. DO NOT wear two cords on one shoulder. **Gloves of any type MAY be worn with ANY uniform.** No web belts, pistol belts, ceremonial belts or similar except when required to wear in Color Guard competition (note: fanny packs are NOT authorized – the military manuals direct where the casings are CORRECTLY placed. All Cadet Commanders opting to carry a sword in any division may wear the needed peripheral item to carry the sword without this being considered exhibition wear.
 - ❑ **Teams are expected to have a name tag and/or medals/ribbons on their uniform for Inspection depending on the uniform worn.** If your uniform calls for them and you do not have them, you will look out-of-place, and judges may judge you harshly on that segment of the scoresheet!
4. We are loose with the rules for specific regulation headgear because of service variations, however, no helmets (even in color guard!), plumes or other "exhibition" headgear is allowed in regulation events. Berets are common cover and are allowed in all events. Most services have specific regs regarding what are acceptable colors for berets in JROTC cadets so check with them before deciding on uniform mods.
5. If your uniform presentation is "dressed-up" outside the letter and spirit of what is outlined in this SOP, you run the risk of gaining a penalty! **If a judge believes you have intentionally worn something "stripped down" for Inspection, they may not like that as well.** If you have any questions about a uniform, email or call ASAP. This is NOT a case where it is easier to beg forgiveness. Teams that wear prohibited reg item(s) (i.e., ASCOTS or other related neckwear, spats, etc.) OR omit a required item will face a PER OCCURANCE penalty.
6. In choosing an exhibition event uniform, remember the event is judged by military personnel with many years of military experience. Dressing in a less-than-military fashion CAN/WILL negatively impact scores. Finally, American Legion works closely with all JROTC units and therefore support their directives fully. Please ensure your unit is meeting all service requirements for proper dress for both YOUR INSTRUCTORS and YOUR CADETS, **It is YOUR RESPONSIBILITY to confirm any regs in place regarding appropriate uniform usage.** Failure to maintain required waivers may result in a Major Uniform penalty (-50) in each event.
7. American Legion also suggests that all instructors in the absence of service HQ direction, at minimum wear collared shirt and slacks while at the competition.

E. General Judging Items

1. Judges are acquired through service drill teams, base honor guards, and historically well-versed judges with many competitions in their tenure. Judges are selected based on availability, knowledge and background. All ALVSJDC

judges are trained both in advance and on-site to best prepare them to implement BOTH the event regulations and the service regs of the competing teams. Judges are placed into 3 or 4-person groups with various duties & responsibilities for each. In Solo/Dual Exhibition, judges may be assigned into 3-person groups with service backgrounds spread to ensure diversity of opinion.

F. Drill Rifle Requirements & Regulations (Armed Division & All Color Guard units)

1. To compete at the **ALVSJDC** within all armed events and ANY color guard event, the unit's drill rifle must fit a series of standards that qualify it to be "demilitarized". These criteria include the following:
 - drill rifle must be rendered demilitarized by leading the barrel or removing firing pin
 - drill rifle must contain both a trigger guard (if trigger is present) and an adjustable sling
 - drill rifle must maintain a shape that is familiar to a standard rifle and must weigh 9lbs. minimum.

*NOTE: The use of front/rear sights are **strongly discouraged** on any drill rifle used for a team's drill performances. They can cause severe injuries and serve little purpose on these drill rifles. Other requirements for Color Guard rifles are detailed in the Color Guard section within this SOP.*
2. Should a drill rifle not meet any one or more of the above criteria, the team will be using an illegal drill rifle and will be penalized in an amount to be determined on-site by the judging director based on the severity of the drill rifle violation up to removal of the rifles from the competition.
3. Unaltered Glendale and Daisy standard drill rifles meet all the above criteria.
4. In the Armed Division, drill rifle slings are required drill rifle equipment and may not be "taped down" or otherwise attached to the stocks during any phase of the competition except during exhibition events. Otherwise, all armed teams may apply tape, rubber bands or other materials to a drill rifle in any manner as they see fit.
5. Judges will be instructed that a DROPPED RIFLE PENALTY must be assessed whenever a cadet UNINTENTIONALLY loses rifle control and rifle fully lands on the marching surface, i.e., laying on the deck before being picked up. All other rifle strikes and accidental hits on the deck will be critically assessed under the Rifle Handling portion of the scoresheet. Rifle control is ESSENTIAL to a solid finish!
6. **AS PER DIRECTION FROM EACH SERVICE HQ, the drill rifle cannot be "DRIVEN" into the marching surface by the BARREL!** A GENTLE TAP would be allowed for timing. Judges generally do not LIKE IT, and therefore teams should NOT execute it. A subjective deduction can be maintained by the judges and/or the Competition Director if it is witnessed.
7. Drill rifles sometimes break in a way where their continued usage could become a danger to the cadet, nearby cadets and/or spectators. When this occurs, the cadet should carry the drill rifle, but UNDER NO CIRCUMSTANCES should it be spun or moved dangerously.
8. ALL exhibition judges WILL BE INSTRUCTED TO take control of and visually inspect/hand-weigh any cadet's drill rifle at random in the event ready area before all solo, dual, & team exhibition performances in armed events. This should be done BEFORE watching the team perform to ensure the judge maintains a clear picture of the degree of difficulty the weapon presents during their routine. A judge MAY seek the rifle afterwards, but this is highly unlikely. In any case, the cadet MUST relinquish the rifle for inspection by the judge.
9. Within the ARMED DIVISION, a rifle, sabre, or sword is required for the commander and a rifle is required for every cadet. In the Unarmed Division, no cadet may utilize any form of drill rifle, saber, or sword (except during Unarmed Division of Color Guard).

G. Cadet Commander Regulations

1. Within each non-exhibition team event, only one commander may lead the unit. This commander must be the person to verbally report in & out and maintain overall "control" of the performance. A 25-point penalty on the head judge's score sheet will be assessed if the commander does not lead the group during the routine or transfers this duty to someone else. It is NOT required that the same commander be used in all team events.
2. Report in/out is required for all events and is done VERBALLY by the CADET COMMANDER. The entire team may salute or also verbally report in WITH the Cadet Commander, but not in lieu of the Cadet Commander (NOTE: MOST judges feel this type of GROUP report is an exhibition-only movement). In Color Guard, the Cadet Commander will be recognized and executed correctly as the National Color bearer. At no time may any commander perform using any form of CUE CARD or other form of prompting.
3. **CADET COMMANDERS WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT DRESS & COVER**
DURING ANY BASIC EVENT! Cadets at this level are expected to maintain adequate dress & cover without supplemental instruction from the Cadet Commander. Cadet Commanders who move to review the ranks will be

graded down for their efforts - DON'T DO IT at the Joint Level as it is time consuming and adds no value to the event!

4. **Armed competition cadet commanders MUST carry a rifle, saber or sword.** When a commander uses a saber or sword, it is not permitted to leave the commander's hand at any time. This prevents any attempt at flipping or tossing. Unarmed Commanders ARE NOT permitted to carry anything. Please *do not ask for an exception, it will not be granted*.
5. When using a saber/sword, the commander should maintain EXTREME control, follow drill manual guidance, and use proper distancing around the Head Judge when reporting in and out. Violation of this rule will cause the Head Judge to retreat to a safe distance away from the commander. Although there is no specific deduction for this action, the result is reflected in the overall evaluation scoring from the event Head Judge and the other event judges.
6. Allowing that each drill team is instructed differently, judges will evaluate the vocal projection of cadet commanders in the following manner. During Inspection and Regulation Drill events, an individual's voice projection, confidence, and tone will be the criteria upon which judges will base their evaluations.
7. No cadence is called for any teams under any circumstances.

SECTION 6 - COMPETITION AREA SPECIFICATIONS

A. The Drill Competition Facility

1. Due to the competition's ceremonial nature, OUTDOOR REGULATIONS are in effect throughout all facets. **Covers will be worn, and salutes will be rendered while performing or receiving trophies.**
2. Drill areas and their corresponding ready areas are noted on the layout at the end of this SOP. Separate drill area schematics have been provided for each competition day to include dimensions.
3. **Individuals/teams may not be in ANY competition drill area at any time other than their competition time** (no advance "walking off the routine" or practice before the event, during lunch, etc.).

B. Drill Area Specifications

1. All drill areas are indoors at the competition. The general drill area dimensions and surroundings for each area are as follows:

All Inspections (all levels & all divisions)

Color Guard – 50 x 50

Regulation Drill – 80 x 65

Exhibition - 80 x 65

Armed Solo & Dual Exhibition 33 x 33

Inspection – 40 x 50

2. Drill areas use fluorescent tape connected to pylons set on the floor and the natural existing walls. All drill areas use entrance/exit points clearly identified on the floor diagram online. This point will vary depending on the drill area, but all points are 15' across except for Inspection, Color Guard areas & Solo/Dual areas which are smaller and diagrammed specifically. This is the only point where a team may enter/exit a drill area – (***don't ask for an exception***).
3. Head Judge placements are denoted by a cone with a "X" to allow your commander to find this spot easier at a distance. These HJ cones are ALWAYS located at the EXACT half-way mark of the entire side measurement.
4. Boundary violations are penalized when a cadet or his/her clothing comes in contact with any part of the boundary tape or the support cones when properly set. Should the boundary tape or cones become dislodged, a violation will occur when a cadet crosses the point where the tape/cone should have been where it not displaced.

SECTION 7 - SCORING, TIMING & TIE-BREAKING

A. Event Timing

1. The penalty assessed for a performance not falling between these time periods is ONE (1) POINT PER SECOND OVER/UNDER THE TIME RANGE. Time limits are as follows:

Team Exhibition Drill - Min. 6 Minutes – Max. 9 Minutes

Solo & Dual Exhibition - Min. 2 Minutes - Max. 3 Minutes **Important Note!**

Only exhibition events maintain a time limit. Teams are reminded they should not prolong the report in/out process or the uncased movements in color guard, as a judge may score down in their overall unit evaluation.

2. When event timing (exhibition only), the time starts when the FIRST cadet enters a drill floor and ends when the LAST cadet exits. **If space is limited for entry/exit**, time starts when the first cadet begins marching into the area and ends when the unit is halted upon departure due to obstruction (even if cadets are still in the area such as with a long column formation).
3. Many units after being requested to enter the floor by a judge, conduct team/individual motivation displays just prior to the unit entering the drill area causing a judge to wait. Therefore, these displays are a part of your exhibition display. Teams performing any choreographed team display just prior to entering the drill floor after being asked to enter by a judge *MAY have the clock start and judging begin to include this display*. We are not discouraging this action; we are simply ensuring this display is judged as a part of the performance time as you are “performing”. Please ensure your performance does not go over the max time if you do this.

B. Scoresheets

1. Complete scoring packages are given to each school immediately following each Awards Ceremony.
2. Every scoresheet is triple checked by scorekeepers, as well as input & totaled on a computer system. The scoresheets to be used are located on-line on the American Legion website. [valegion.org/programs/JROTC Drill Team](http://valegion.org/programs/JROTC%20Drill%20Team)

C. Overall Scoring

1. Judges can and do look at many other items when it comes to the degree of difficulty of a team performance (largely in exhibition drill) that have nothing to do with the actual marching and/or rifle maneuvers and this is expected. These items can include the total number of competitors performing on the floor, type of covers/jackets worn, and other related items.
2. Judges have always been monitored throughout the day and reminded about the boundaries and consistencies needed to provide fair judging for schools regardless of when they compete during the day.

D. Tie-Breaking Information

1. All efforts are made to prevent scoring ties. All event and Overall Championship scoring ties will be broken by re-totalling scoresheets utilizing the applicable tiebreaker in the following order:

For Team Events/Individual Events:

- Level #1 - total only Head Judge's scores
- Level #2 - total only Judge #2, then #3, etc.
- Level #3 - team w/least total penalty points

For Event Championship Totals:

- Level #1 – team w/highest placement in inspection

2. American Legion will allow scoresheets to be reviewed by a single team official immediately after the team has left the drill floor. After the event runner collects the score sheets for each judge, the runner will MOVE off the drill area. In inspection, this will happen just outside the exit doors. In all other areas, this will happen just off the drill area near the entry/exit point. The team may then have a single person designated to glance through the sheets to see if they feel there has been an error in any one of the following areas ONLY: 1)A judge has omitted a score entirely; 2)A judge has provided a score which may be "out of norm" and the team wishes to seek a review (i.e., the judge has provided successive scores of 27, 26 24, 25 and then gives a "2" without explanation) or 3)A judge has likely applied either an SOP RULE incorrectly OR a SERVICE SPECIFIC RULE incorrectly. Scoresheets may be photographed with a cell phone before the runner leaves.
3. Should a team after looking wish to initiate an official review under one of the allowed items listed above, the team official should accompany the event runner DIRECTLY to the scoring table and ask to file an official review as the sheets are being turned in. In turn, the scoring head will contact the Judging Director, and in a timely fashion the Judging Director will speak to the team to gain a full understand of what they are seeking to have reviewed, and then the Judging Director will review this with the judge between teams. No discussion or interaction of any kind should happen between team officials and judges at any time.

4. In NO CASE can a review be requested to ASK why a low score was given or similar, nor any other subjective reason not based in a rule-based mistake catch. This review is not designed to be used as a training session or a complete top-to-bottom review of "the why" for every number on the sheet. It will not be timed but should not last more than a minute or two.
5. This review is designed to catch glaring errors and will give the team a chance for a quick double check to ensure something wrong can be caught on the spot. History shows from the tens of thousands of score sheets, it will be the rare sheet affected, but teams should know they have this right. Obviously, judges will NOT wait for this process as it will happen while they will push on without any delay by the team.

SECTION 8 - UNIT INSPECTION

A. General Information

1. Teams will formulate their Unit Inspection team in the same way that they do every other team. The team selects the cadets who stand Unit Inspection and the Cadet Commander for the detail. In the Armed Division, the Cadet Commander **MUST** be armed with a rifle, saber, or sword. Cadets should be as evenly dispersed as possible into three RANKS.
2. Inspection is designed to be a relatively intense experience. The judges will be briefed, trained and monitored to ensure a common standard is displayed. Inspection questions will come from FIVE primary areas. **These will be military, governmental, historical, current events and first aid.** These questions will NOT be given to the teams in advance. There will be THOUSANDS of questions available to the judges for use and therefore there will likely not be many except the most basic that could be repeated throughout the day. Judges will also be encouraged to ask cadets thought provoking questions involving moral issues, likely ending with, "and WHY" where the cadet will be expected to explain their logic, reasoning or answer in detail to the judge.
3. The Head Judge will be centered in the room on the wall directly on a cone with an "X". This is the reporting/out point for the team.
4. Judges will likely use more difficult questions at this State level competition; however, all cadets should be well trained in solid bearing and be well versed in areas of the target questions that all good citizens should know.
5. Judges will maintain a strong presence and cadets should be expected to have impeccable bearing. Judges will provide immediate feedback on deficiencies to the cadet during the review.
6. The scoresheet should be studied to see how your performance can receive the maximum score in each area.

B. Inspection Procedures

1. Just before the Inspection, spectators with the performing team will be asked to enter the Inspection room in the spectator area. The unit forms outside the Inspection room in the hallway near the entrance door. Cadet Commander's with rifles must utilize the position of Sling Arms if using a rifle throughout the Inspection.
2. The Head Judge will approach the cadet commander in the hallway as the parents enter the room, impart wisdom, ensure the unit is ready, and then return to the Unit Inspection room. The Head Judge will ensure the other judges are ready, and then command in a loud voice, "**XYZ High School, REPORT**"! The Cadet Commander will then verbally command the unit to enter the Inspection area through a doorway (double doors – 36" each). An extra cadet, parent or team follower should open, hold and close the door(s) for this entry.
3. **The unit will be formed with 4 squads/elements of 2-3 cadets each and centered on the Head Judge in the formation as shown on the next page. Teams forming into three squads will be scored lower by the judges for using improper procedures!** Judges may want to see a unit **commanded and marched** into the inspection room. How you choose to do this is up to your team.
4. Once inside the room, the Cadet Commander will command, "**Open Ranks, March**", "**Dress Right, Dress**" "**Ready Front**", execute an About Face, salute the Head Judge, and Report In to the Head Judge with the unit at attention. Due to the room size, units should not "crowd" the Head Judge when executing "Open Ranks". Done correctly, the C/CDR should be 3 paces away from the Head Judge.

Important Note!

Instructors, you control the Inspection Room! Only those spectators who are with your program should be inside your inspection. An American Legion staff member may enter the room to ensure the judges are following the correct procedures during their interaction with your cadets, but these people are easily identified. If someone attempts

to enter your inspection room and after speaking with them you do not wish to have them inside your inspection, tell the American Legion Representative to ask this person to be removed from the room. If this proves unsuccessful, ask the head judge and that individual will be removed from the area immediately.

5. To Verbally report in correctly, the Cadet Commander should state: 1)school name & team name; 2)city you are from; 3)the drill manual you will perform in accordance with and 4)the military "reg" your uniform is inspected under (AR 670-1; MC Order P1020.34F; AFROTC 36-9, etc.). **NOTE: DO NOT have the entire formation salute the judge – this will likely be considered an exhibition movement!**

6. After Report-In, the Head Judge will inspect the commander briefly (In the Armed event, the commander remains at Sling Arms). The Head Judge will state to the commander, "***PRECEED ME through the Inspection***" or similar. The head judge will step off and begin the inspection with the rank 1 squad/element leader. Cadet Commander will simply perform an about face and move in front of cadet #2 in rank #1. Doing this, the Cadet Commander will LEAD the Head Judge, staying one cadet slot ahead of the judge during the face-to-face inspection. The remaining three judges will concurrently step off and begin their Inspection of the other squads.
7. As an inspector halts in front of each cadet, the cadet, the cadet in ranks should provide a very brief greeting to the Inspection judges when a judge halts in front of them (For ARMED cadets, BEFORE they move to "Inspection, Arms). An example would be, "Good morning, Staff Sergeant, Cadet Phillips ready for your inspection" or similar. (NOTE: The name/rank of each judge listed by the squad they will be inspecting will be posted just outside the competition area entry door.
8. When the Head Judge inspects the final cadet of the 1st squad, the cadet commander is "in space" to the judges right. When completed with the final cadet inspection in their rank, the head judge then cuts in front of the cadet commander and moves to the rear of the 1st squad. At that point the cadet FOLLOWS the head judge. When the judge reaches the end of the rank, both the judge and the cadet move to their original positions at the front of the formation. The cadet may then execute About Face to see the formation to ensure ALL judges have completed their inspection.
9. When the Cadet Commander is sure all judges have completed their inspection, the cadet commander will then face the judge and **FIRST** verbally report out to the Head Judge. Upon reply by the judge, the cadet commander will THEN execute "About Face", execute "Close Ranks, March" and then execute "Column of Files/Files from the Left" (squad/element leaders give appropriate supplemental commands) to exit through the exit doorway. On "Close Ranks, - March", an extra cadet, parent or team follower moves quickly and quietly to open/hold the exit door for the team. The Cadet Commander should remain inside the room and follow the 4th squad out the door as they leave.
10. After exiting the room, the team should move away from the exit door and QUIETLY bring the unit to a halt, then quietly dismiss the unit. All parents and spectators leave immediately after the team. **It is requested that the unit instructors be the last ones out of the room, and we encourage you to thank the four judges.** It is not a time to have any real discussion, but instructors should see the non-adversarial appearance of the judges and their team.
11. A single instructor or other designated team representative is encouraged to wait for the runner to execute the Scoresheet Review in the hallway area outside the exit door in the hallway.

C. Related Inspection Matters

1. Hair length and other grooming issues should correspond to the team's service regulations. General appearance should be well-groomed, and uniforms should be impeccably clean. The American Legion is FULLY AWARE that new grooming standards are in many ways more LAX than previous standards. This is an inspection competition; it is recommended your team look as sharp as possible.
2. Teams will be inspected using their own uniforms as "the standard". The way one looks is the way they all should look. The difficulty any uniform takes to ready itself for Unit Inspection (amount of brass and other peripheral items) will be considered when judging a cadet's appearance. Cadets ARE EXPECTED to wear THEIR uniform to include ALL authorized ribbons, etc. appropriate for that uniform – no exceptions!
3. Leather shoes or corfram shoes are appropriate wear for all portions. While corframs are comparatively easy to maintain, leather shoes require more effort to achieve the same appearance and must be so maintained. Should corfram shoes be worn, absolute perfection will be needed to achieve the same score as a well-maintained leather shoe due to the additional difficulty involved.

D. Cadet Verbal Responses

1. **Unit Inspection will include roughly 3-4 questions for each cadet to determine a cadet's poise, confidence, and overall military/governmental/historical/first aid/current events knowledge.** Again, judges will be strident and possibly imposing to a high school cadet, however they will not be screaming, nor touching the cadet or anything on the cadet. Study but know that a Joint Drill Competition the Inspection will test knowledge, thinking on your feet and bearing!
2. If a cadet doesn't know the answer to a question posed to him/her, a confident, *"MSgt., this cadet does not know at this time!"* or similar is the best response.
3. If a judge incorrectly applies a regulation to your team's service branch or other type of mistake, do not belabor the point with the judge during Inspection! If the judge presses a point a cadet knows is incorrect, the correct response should be "Sir, this cadet has been instructed that "thus & so" is correct, sir". Do not lose military bearing! After ending the Inspection process, immediately reach the judging director and the issue will be resolved.

SECTION 9 – PLATOON/FLIGHT REGULATION DRILL

A. General Information

1. The required sequence movements must be done regardless of the team's service affiliation, in the order they are listed and from memory. This allows every team to perform in other languages & dialects, along with allowing service variations (i.e., "rear march" vs. "to the rear march", etc.). Obvious misstatements by the commander may result in deductions.
2. **Unless directed otherwise in this document, the cadet commander should verbally report in & out centered on the Head Judge.**

B. Judging & Scoring

1. The Regulation Drill sequence is composed of many individual scoring opportunities. Also, teams will receive point scores for their report in and report out, and points for the judge's overall impression of the routine.
2. Some of these movement combinations are relatively easy while a few are quite difficult. While the execution of many of these movements within the given drill area is challenging for any drill unit, it can be executed by any well-prepared team worthy of attending at any competition level. The unit's ability to perform this sequence **without extra commands** or shortening steps is vital to the team's overall success at this meet.
3. The position of the Head Judge is fixed and denoted by a large "X" placed on the floor. Teams will report in & report out to this spot and execute "Eyes, Right" (even if the judge fails to maintain the correct position!).
4. To report in correctly, the Cadet Commander should state: 1) school name & team name; 2) city you are from; 3) the drill manual you will perform in accordance with. NOTE: DO NOT have the entire formation salute the judge – this is an exhibition movement!
5. A single instructor or other designated team representative can wait for the runner to execute the Scoresheet Review in the hallway area by the exit.
6. The specific movements for 15-Count Manual, Arms (14-count for Navy/Marines) can be reviewed within the Army drill manual, and it will be noted on the Armed scoresheet.

C. Regulation Drill Sequence Movements

1. The sequence is designed to be executed with 3 squads/elements. No other formation is possible to execute the drill correctly as 3 SQUADS/ELEMENTS are required. Therefore, 9-12 cadets plus a Cadet Commander in Regulation are required. Teams may use up to two fewer cadets and accept a penalty for each missing cadet.
2. All prescribed movements in the Regulation Drill sequence are on the event scoresheet.
3. All teams should carefully review the Regulation Sequence to ensure their entry and/or exit from the drill floor keeps the squad leaders in the correct position to execute the drill as written. Teams may find the need to execute SEVERAL column movements to properly enter and/or exit the drill floor.

SECTION 10 - COLOR GUARD DRILL

A. General Information

1. As in Regulation Drill, all required movements in this event must be done regardless of the team's service affiliation. However, the actual language used to accomplish these movements is at the discretion of each unit. Only extra movements required by your unit's service manual to complete any movement prescribed within this sequence will be allowed.
2. Each team will use their service regulations and manuals to perform the color guard sequence.
3. The flag casings may be made of any material, use any closure device, and may contain any personalized markings (school name, color, service, etc.) you desire. This is not regulated and is left to your discretion.
4. For uniformity the organizational color must be a state flag or JROTC flag ONLY. No POW-MIA, school, service or other flags will be acceptable.
5. Teams should be CENTERED on the head judge meaning the close interval maintained between the two Color bearers should "split the colors" on the head judge OR the National Colors may be in front of the judge. Either will be considered fully correct.
6. Teams must ENTER THE FLOOR to begin grading their routine. Do not execute any of your scored routine before entering the floor.
7. Several drill events across the country maintain "exhibition" or "special" color guard. These events often allow fancy foot movements, facing movements and other creative flag and rifle maneuvers. **THIS IS NOT A PART OF ANY FACET OF COLOR GUARD COMPETITION!** Every command, movement and procedure you undertake throughout your CG performance needs to be DIRECTLY and STRICTLY out of your competition manual and the SOP with the only exceptions detailed herein.

B. Color Guard Inspection & Casing for Score

1. The ALVSJDC no longer maintains a Color Guard inspection component. Therefore, teams will move directly to the ready area for the event just prior to their scheduled performance time. All units will uncase for score as per the scoresheet, then re-case their colors OUTSIDE the area quietly and without a score by judges.
2. All Color Guards are reminded that the general Color Guard areas are a low-noise zone. Please ensure your team and spectators maintain no loud chants or other loud celebrations or outbursts that could disturb other color guard competitors just a few feet away during their Color Guard performances.

C. Judging & Scoring

1. The position of the Head Judge is fixed and denoted by a large "X" placed on the floor. Teams will report in and report out, as well as execute Eyes, Right to this spot. It is the responsibility of the Head Judge to ensure he or she is on this spot during both the report-in and report-out.
2. The sequence for drill is comprised of many graded movements and a Judge's Overall Impression. Please review these scoresheets on-line to fully prepare your team.

D. Color Guard Regulations & Performance Issues

1. As the sequence outlines, CG units should enter the Color Guard area, then uncase the colors (**WHERE** this occurs is left up to the competing unit, but MOST do so centered on the head judge. The team should THEN report in with uncased colors and complete the routine. A special area has been set-up adjacent to the Color Guard area for these schools to re-case the colors (ungraded) before proceeding back to their seats so as not to walk through the venue with uncased colors.
2. All units must contain FOUR cadets only. Two cadets will bear arms, and two cadets will bear colors. The rifles **The rifles must be minimum 8 lb. weight and must have a fully functional sling to execute the drill properly. This sling must have a standard issue metal buckle.** The National Colors will be the senior flag with the correct organizational color as dictated by your service regulations. While the Cadet Commander must be the National Color bearer.
3. Standard minimum flag dimension for color guard is **3'x4'** not including fringe. 8' aluminum and standard 9'-6" wooden poles are permitted.
4. Units should ensure their entire uniform in Color Guard complies with their service uniform regulations.
5. **CASING AND UNCASING THE COLORS:** To case and uncase the Colors, the Color guard forms in a line formation with the cased Colors at the Carry Position. The National Color bearer (NCB) commands "**Sling, ARMS**". The Color guards immediately adjust their slings and assume Sling Arms. The NCB commands "**POST**". The Color guards face to the Half Left (Right) in marching, take four steps, halt, and execute About Face. The NCB then directs "**UNCASE THE COLORS**". The Color bearers lower the Colors. The two guards then move forward and uncase the Colors. The Color bearers unfurl and immediately return the Colors to the Carry (Order)

Position. While the Colors are being unfurled, the guards fold the cases and secure them in their left hand. When the Colors are in the Carry Position, the NCB commands **"Present, ARMS"**. The Color guards and the organizational Color Salute. The NCB then commands **"Order, ARMS"**, and then commands **"POST"**. On the command of execution POST, the Color guards move to the rear of the formation and place the folded canvas cases inside the cartridge belts (center rear of the back) of the Color bearers. The Color guards then move back to assume their original positions, adjust their slings, and return to Right Shoulder Arms.

SECTION 11 - SOLO, DUAL & TEAM EXHIBITION

A. General Information

1. A single Team Exhibition event is required to compete for the overall title as one of the four compulsory events. Armed Solo & Dual Exhibition events are also offered to individual cadets from all schools competing. Dual Exhibition is offered in both armed and unarmed events.
2. All exhibition routines consist of stationary/marching drill movements as well as trick rifle maneuvers (armed) that are limited by the imagination & creativity of the drill unit, and the rules. Please remember that this is a military competition with military judges. Cadets may not use a thrown or flip dismount, basket catch/basket toss or other "cheerleading-style" maneuvers during any facet of exhibition drill.
3. Armed teams should design their routine to ensure any dangerous or very long rifle tosses DO NOT have the rifle travel in a manner that places anyone except the receiver at risk of being hit with the rifle. This prohibition is due exclusively to safety concerns where rifles are sent soaring through the air and placing non-involved team members in physical danger. If undertaken, this may result in your unit being subjectively disqualified from this Exhibition event.
4. The unit commander for the ARMED Team Exhibition MUST BE armed with a rifle, sword or saber. During all facets of exhibition drill, cadets MAY NOT utilize blindfolds, hoods and/or up to one additional drill rifle per person during routines. Cadets may also utilize a replacement drill rifle if theirs gets broken.
5. **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.
6. The Head Judge IS FIXED on the floor for every exhibition event.
7. Along with the standard Report-in/Report-Out procedures used during all events, Solo and/or Dual Exhibition competitors **ARE REQUIRED** to state their last name(s) **during BOTH the Report-in & Report-out.**
8. AS PER DIRECTION FROM EACH SERVICE HQ, at no time may any drill rifle be DRIVEN into the marching surface by the BARREL! A gentle tap for timing will be allowed. Judges generally do not LIKE IT, and therefore teams should NOT execute it. A subjective deduction can be maintained by the judges and/or the Competition Director if it is witnessed.
9. **VERY IMPORTANT:** Exhibition performances have in the past maintained team/individual's motivation displays prior to the actual unit moving onto the drill area but after the judge has verbalized for the team to enter and therefore before event timing began. Teams performing any synchronized, team display just prior to entering the drill floor (after the judges are ready for you) may have the clock start, and judging will include this exhibition display. Please ensure your performance does not go over the maximum time limit if you plan to include this in your routine. Post-event displays (done outside the drill area) are not regulated as judges have their head down and are scoring at this point.
10. After several years of review, it has been determined that Armed Exhibition must be primarily focused on the **movement of the unit with rifles**. Unarmed exhibition drill is a separate competition and combining the two has proven too dissimilar for judges to focus on the activity at hand which is armed exhibition drill (for the same reason we do not allow sword or sabers in Armed Exhibition competition). Therefore, in simple terms, "Hybrid" or any combination of both Armed & Unarmed Exhibition drill movements, will not be authorized within the Armed Exhibition drill competition. These rules below should make things more clearly understood what IS allowed.
 - a) **All cadets MUST Report In & Report Out holding a rifle in a standard, military fashion.** Rifles may be stacked, laid down or otherwise intentionally placed on the floor when not in use OR picked up later and used without penalty. Also, Rifles used during the team routine **MUST remain in the drill area throughout** (obvious

exception for a broken rifle replacement) Also, no individual NOT inside the competition area may materially participate within the routine in any manner.

- b) The routine MUST maintain all cadets **functionally manipulating their rifles during the bulk of the sequence to gain a top score in armed exhibition drill.**
- c) Within these rules, much flexibility exists but please remember the fundamental reason you are on the floor – ARMED EXHIBITION DRILL! That means Armed Rifle movements and exchanges along with Armed team marching and Armed movements & transitions. Those choosing to put forth non-standard movements that do not reflect the items listed above **you do so at your own risk.** You accept the very real risk that this routine will be rejected as an Armed Exhibition routine.

B. Judging & Scoring

1. The Exhibition Divisions will be more standardized and based on historical norms. This is done primarily to allow judges to better compete routines against each other. The UNARMED and ARMED Exhibition competition will be held to the standard their name designates. The Unarmed Division is just that. No rifle, sabers, swords or any other instrument may be used within events in this division at any time. Conversely, the Armed Division will require all cadets to enter, exit and perform for the judge using a rifle in all aspects of their routine.
2. Judging during any exhibition event is obviously quite subjective. However, all judges are asked to look primarily at the mechanics of the routine as well as the togetherness and "snap" the unit presents -- while also reviewing with equal intensity the overall style and flow of the performance. The scoresheet maintains points for many disparate areas of the routine and judges are trained to look in ALL OF THESE AREAS ONLY to provide scores.
3. While the degree of difficulty a unit displays is also a strong consideration in judging, flawless perfection cannot be overlooked. These are the two basic components in play in all exhibition drill.
4. The scoresheets for Team, Dual & Solo Exhibition are all virtually identical. These scoresheets should be studied to learn how your performances may be tailored to have the best chance of receiving the maximum points available in these events.
5. Space limitations just outside the entrance to the exhibition areas may force a team utilizing correct formation spacing to either start their performance with cadets just inside the entrance boundary or complete their performance with halted cadets still just inside the drill area exit. **If this should occur, the team will not be penalized for boundary** or time related issues related to insufficient space to enter exit the drill area with a correctly spaced formation.
6. A 5-point penalty will be assessed on a "first drop" of a rifle in the Armed Division. All subsequent drops during a routine of that or other rifles in the performance will maintain a 25-point penalty assessed on the Head Judge's scoresheet. This change has been made because a dropped rifle realistically generates a far higher overall score drop than just the penalty. Handling of the Weapon, Precision and even Overall Impression can lose points. While rifle control is of huge importance, one drop is something we wish to make less of a "death sentence".