2022 NEW MEXICO STATE JROTC MILITARY SKILLS MEET











Hosted By:

Rio Rancho High School MC JROTC on 2 April 2022 at 301 Loma Colorado Dr NE Rio Rancho, NM 87124 505-962-9311 freddy.morales@rrps.net To: New Mexico JROTC Instructors

SUBJECT: NEW MEXICO STATE JROTC MILITARY SKILLS MEET

- 1. Rio Rancho MC JROTC cordially invites you to the New Mexico State JROTC Military Skills Meet, which will take place on 2 April 2022 at Rio Rancho High School.
- 2. All entry forms are due no later than 30 March 2022. Checks to cover entry fees may be submitted in advance or on the morning of 2 April during check-in. Please make checks payable to "RRHS MC JROTC." The submission of your Entry Form commits you for balances due, unless your cancellation request is received prior to 30 March 2022.
- 3. The Time Matrix will be sent to Instructors in the same order as Entry Forms are received. Check-in will take place at the Engineering and Technology Building, Room 112 (The Range).
- 4. El Dorado, Albuquerque High, and West Mesa will host Marksmanship. Please coordinate all aspects of Marksmanship with Major Jim Koerber via email at koerberjb1961@yahoo.com.
- 5. Please do not hesitate to contact me with any questions or concerns regarding this event at freddy.morales@rrps.net or 505-962-9311.

F. A. MORALES

NEW MEXICO STATE JROTC MILITARY SKILLS MEET

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NEW MEXICO JROTC MILITARY SKILLS MEET ENTRY FORM

SCHOOL NAME:			
INSTRUCTOR:			
PHONE #:		EMAIL:	
1. Inspection		x\$45.00	
2. Armed Drill Team		x\$45.00	
3. Unarmed Drill Team		x\$45.00	
4. Physical Fitness		x\$45.00	
5. Color Guard		x\$45.00	
6. Armed Solo Exhibition		x\$5.00	
7. Unarmed Dual Exhibition		x\$5.00	
8. Drill Down		x\$1.00	
		TOTAL AMOUNT:	
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- 9. Please make checks payable to "RRHS MC JROTC."
- 10. If mailing checks, please send them to: Attn: MC JROTC Instructor

Attn: MC JROTC Instructor 301 Loma Colorado Blvd NE Rio Rancho, NM 87124

11. If emailing entry forms, please send them to freddy.morales@rrps.net.

AWARDS

NMAA TROPHIES

5A

1st Place Overall - 5A Blue Trophy 2nd Place Overall - 5A Red Trophy 3rd Place Overall - 5A Green Trophy

1st Place Overall - 4A Blue State Trophy 2nd Place Overall - 4A Red Trophy 3rd Place Overall - 4A Green Trophy

4A Trophies	Place	Trophy Count
Inspection	1-3	3
Armed Drill		
Regulation	1-3	3
Exhibition	1-3	3
Unarmed Drill		
Regulation	1-3	3
Exhibition	1-3	3
Male Color Guard	1-3	3
Female Color Guard	1-3	3
Male PT Team	1-3	3
Female PT Team	1-3	3
Precision Air Rifle	1-3	3
Sporter Air Rifle	1-3	3
Armed Solo Exhibition	1-3	3
Unarmed Dual Exhibition	1-3	3
Drill Down	1-3	3
	TOTAL	42

5A Trophies	Place	Trophy Count
Inspection	1-3	3
Armed Drill		
Regulation	1-3	3
Exhibition	1-3	3
Unarmed Drill		
Regulation	1-3	3
Exhibition	1-3	3
Male Color Guard	1-3	3
Female Color Guard	1-3	3
Male PT Team	1-3	3
Female PT Team	1-3	3
Precision Air Rifle	1-3	3
Sporter Air Rifle	1-3	3
Armed Solo Exhibition	1-3	3
Unarmed Dual Exhibition	1-3	3
Drill Down	1-3	3
	TOTAL	42

GRAND TOTAL OF TROPHIES

84

INDIVIDUAL NMAA MEDALS

4A MEDALS	Place	Medal Count
Male Pull-ups	1-3	3
Male Sit-ups	1-3	3
Male 800m Run	1-3	3
Female Flex Arm Hang	1-3	3
Female Sit-ups	1-3	3
Female 800m Run	1-3	3
Male PT Aggregate	1-3	3
Female PT Aggregate	1-3	3
Sporter Rifle Prone	1-3	3
Sporter Rifle Standing	1-3	3
Sporter Rifle Kneeling	1-3	3
Sporter Rifle Aggregate	1-5	5
Precision Rifle Prone	1-3	3
Precision Rifle Standing	1-3	3
Precision Rifle Kneeling	1-3	3
Precision Rifle Aggregate	1-5	5
	TOTAL	52

5A MEDALS	Place	Medal Count
Male Pull-ups	1-3	3
Male Sit-ups	1-3	3
Male 800m Run	1-3	3
Female Flex Arm Hang	1-3	3
Female Sit-ups	1-3	3
Female 800m Run	1-3	3
Male PT Aggregate	1-3	3
Female PT Aggregate	1-3	3
Sporter Rifle Prone	1-3	3
Sporter Rifle Standing	1-3	3
Sporter Rifle Kneeling	1-3	3
Sporter Rifle Aggregate	1-5	5
Precision Rifle Prone	1-3	3
Precision Rifle Standing	1-3	3
Precision Rifle Kneeling	1-3	3
Precision Rifle Aggregate	1-5	<u>5</u>
	TOTAL	52

GRAND TOTAL OF MEDALS

104

GENERAL RULES

1. Overall scoring points will be awarded for standings in each award category. The categories are Unit Inspection, Armed Drill (Includes regulation and exhibition), Unarmed Drill (Includes regulation and exhibition), Male/Mixed Color Guard Regulation, Female Color Guard Regulation, Male Physical Fitness Team, Female Physical Fitness Team, and Marksmanship (Includes your Marksmanship Team 1 and Marksmanship Team 2). The maximum amount of points awarded, assuming a Program places 1st Place in all the categories, is 135 Points towards the NMAA State Trophies. The following points will be awarded for overall standings in each of the above categories.

1st Place	15	5th Place	7
2nd Place	13	6th Place	5
3rd Place	11	7th Place	3
4th Place	9	8th Place	1

- 2. In order to compete for NMAA trophies, a school needs to have a full contingent. By definition, a full contingent includes the Unit Inspection, an Armed Drill Team, an Unarmed Drill Team, a Male/Mixed Color Guard, a Female Color Guard, a Male PT Team, a Female PT Team, and two Marksmanship Teams (1 Sporter and 1 Precision or 2 Sporter Teams).
- 3. Master Sergeant (MSgt) Roberto Valdez, in conjunction with the NMAA Executive Board, exercise final jurisdiction over all proceedings except judging. Protests will be limited to those concerning violations of the rules of competition. MSgt Valdez and the NMAA Executive Board have final authority. Only the Team Instructor may address protests concerning rules, penalties or disqualifications. An NMAA Executive Board will be convened for issues that cannot be resolved by the host or MSgt Valdez.
- 4. Judge decisions with regards to scores are final.
- 5. This is an NMAA sanctioned event. All participants must meet the NMAA GPA requirement and JROTC enrollment requirements to participate.
- 6. Disqualifications.
- a. Teams may not be disqualified until a decision is made at a meeting involving MSgt Valdez, an NMAA representative, the Head Judge, and the respective Instructor.
- b. Reasons for disqualification include, but are not limited to, not showing up on time, violation of eligibility rules, use of drugs or alcohol, directed profanity, fighting, or intentionally interfering with the performance of another team during competition.
- 7. RRHS MC JROTC will make every possible effort to include judges from varying Services for all events.
- 8. Schools cannot enter cadets in more than one team in the same category of competition, with the exception of Armed and Unarmed Drill. For example, Cadet Ramirez cannot be in the Mixed Color Guard and Female Color Guard. Cadet Jones cannot be in the Precision and Sporter Team. However, cadets are allowed to participate in the Armed Drill Team and Unarmed Drill Team to meet the 10 cadet minimum requirement to qualify for NMAA Trophies.

- 9. If changes need to be made to the rules, the host will disseminate information via email.
- 10. Each school must furnish its own equipment.
- 11. Armed Drill Teams and Color Guard rifles must meet the 8-pound minimum weight requirement.
- 12. In the event of a tie in any particular drill category, the head judge score sheet will be the tiebreaker.
- 13. In the event of a tie in overall drill categories, tiebreakers will be, in order, Male/Mixed Color Guard Inspection score, Female Color Guard Inspection score, Male/Mixed Color Guard Inspection Head Judge score, Female Color Guard Inspection Head Judge score.
- 14. In the event of a tie in PT Team Competition, tie breakers will be, in order, the aggregate team run, the aggregate team crunches score, the aggregate team pull-ups (for male teams) or flex-arm hang (for female teams). Individual PT tiebreakers are explained in the Physical Fitness section.
- 15. During Regulation Drill, all teams will be judged on 30 inch steps and 112-120 steps per minute pace.
- 16. Commanders are not allowed to call cadence. Use of devices to assist stay in step, such as taps, are also prohibited.
- 17. If you can only field a Mixed Color Guard, this Color Guard will compete in the Male Category.
- 18. The uniforms for Drill Teams and Color Guards are as follows:
 - a. Army Class B
 - b. Air Force Class B Summer
 - c. USMC Dress Blue Delta
 - d. Navy Service Uniform

UNIT INSPECTION

- 1. Cadet Commanders will report-in then form their unit for inspection as required by their respective Service Drill Manual.
- 2. There is no need to request permission to enter the drill deck.
- 3. Cadet Commanders will report out, then dismiss their unit after the Head Judge identifies the inspection is over.
- 4. Grading begins when the Cadet Commander reports-in and ends after dismissal.
- 5. Only 10 cadets (Commander plus 9) are required for Inspection.
- 6. Units with less than 10 competitors in this event will not be eligible for the NMAA State Trophies but qualify for Unit Inspection Trophies.
- 7. Evaluation includes reporting-in, forming for inspection, hats, haircuts and hair dress, shirts, ribbons, badges (if worn), trousers, belts, shoes, bearing, confidence, knowledge, and dismissal of the formation.
- 8. Cadets are expected to wear all authorized ribbons during inspections. Badges are optional. No medals.
- 9. The Unit Inspection is an unarmed event.
- 10. Two weeks prior to the Drill Meet, the host will publish a copy of the inspection questions and answers. Judges will also receive these same questions and answers to conduct inspections.

REGULATION DRILL

- 1. Uniforms are expected to be worn under the regulations of their respective Service.
- 2. Units with less than 10 competitors in this event will not be eligible for the NMAA State Trophies but qualify for Regulation Drill Trophies.
- 4. Drill Deck size for Regulation Drill Teams is approximately 100 feet by 80 feet.
- 5. Cadet Commanders are required to memorize their respective drill card. Each deviation from the Drill Sequence will cost 10 points.
- 6. All movements will be executed in accordance with their respective Service Drill Manual.
- 7. All teams must request permission to enter the Drill Deck.
- 8. Each boundary violation will result in a deduction of 10 points per cadet, per instance.
- 9. Commanders are not allowed to call cadence.

COLOR GUARD

- 1. Uniforms are expected to be worn under the regulations of their respective Service.
- 2. Drill Deck is approximately 50 feet by 50 feet.
- 3. Calling cadence is not permitted.
- 4. Cadet Commanders are required to memorize the Color Guard Drill Sequence. Each deviation from the Drill Sequence will cost 10 points.
- 5. Teams will be evaluated from the time they step into the Drill Deck until the time they step out of the Drill Deck.
- 6. Use the size and type of flag issued to your Program by your Service.
- 7. The only flag staffs authorized for competition are the 9.5 foot wooden poles. Aluminum or shorter flag poles will result in a 50 point penalty from the aggregate Color Guard score.
- 8. Judges will not physically touch rifles during inspection.
- 9. Each boundary violation will result in a deduction of 10 points per cadet, per instance.
- 10. Colors will be uncased for Inspection and Regulation.

ARMED REGULATION DRILL SEQUENCE

Team Enters & Reports In

Inspection Arms

Ready, Port Arms (or Port Arms)

Order Arms

Dress Right Dress

Ready Front Parade Rest

Platoon, Attention

15 Count Manual Arms**

Right Face Count Off

Close Interval (AF: Close March)

Normal Interval (AF: Extend March)

Left Face

Left Step March Platoon Halt

Left Face

Right Step March

Platoon Halt About Face

Right Shoulder Arms

Forward March

Column Right March (AF-Fwd March)

Column Right March (AF-Fwd March) Column Right March (AF-Fwd March)

Left Flank March Right Flank March

PLATOON HALT*

Column Left March (AF: Fwd March) Rear March (AF: to the Rear March) Rear March (AF: to the Rear March)

PLATOON HALT*

Port Arms

File from the Right

Platoon Halt

Column of Three/Left, March

Column Left March (AF: Fwd March)

Double Time March Quick Time March

Column Left March (AF: Fwd March)

Right Shoulder Arms **PLATOON HALT***

Column Left March (AF: Fwd March)

Column ½ Left March Column ½ Left March

Rear March (AF-to the Rear March)

Rear March/Platoon, Halt Forward March/Eyes Right

Ready Front

Column Left March (AF: Fwd March)

Left Shoulder Arms

Column Left March (AF-Fwd March)

Change Step March Left Flank March Platoon Halt

Team Reports Out & Exits

^{*}Bold, uppercase commands require a five-second pause.

^{**}Consists of: Right Shoulder, Left Shoulder, Present Arms, and Order Arms (Army TC 3-21.5)

UNARMED REGULATION DRILL SEQUENCE

To the Rear March

Team Enters & Reports In

Dress Right Dress

Ready Front

FLIGHT HALT*

Files from the Right March (AF: Fwd March)

Parade Rest Flight Halt

Flight Attention Column of Threes to the Left March
Present Arms Column Left March (AF: Fwd March)

Order Arms
Count Off
Army Executes:

Double Time March
Quick Time March

Right Face Close Interval Column Left March (AF: Fwd March)

Close March Normal Interval Half Step March/Forward March

Extend March Right Face Change Star March

Extend March Left Face Change Step March Left Face FLIGHT HALT*

Open Ranks March (AF: Ready Front) Column Left March (AF: Fwd March)

Close Ranks March
Left Step March
Flight Halt
Column ½ Left March
Column ½ Left March
To the Rear March

Left Face To the Rear March/Flight Halt Right Step March Forward March/Eyes Right

Flight Halt Ready Front

Four Steps Forward March
About Face

Column Left March (AF: Fwd March)
Column Left March (AF: Fwd March)

Forward March
Column Right March (AF: Fwd March)

FLIGHT HALT*
Forward March

Column Right March (AF: Fwd March)

Column Right March (AF: Fwd March)

To the Rear March

To the Rear March

Left Flank March
Right Flank March
FLIGHT HALT*
Column Left March (AF: Fwd March)
Half Step March
Forward March
Left Flank March
Change Step March

To the Rear March Flight Halt

Team Reports Out & Exits

^{*}Bold, uppercase commands require a five-second pause.

COLOR GUARD DRILL SEQUENCE

Team Enters Drill Deck

Report In

Colors Reverse March (MC: Counter March)

Left Wheel March (MC: Left Turn)

Colors Reverse March (MC: Counter March)

COLOR GUARD HALT*

Order Colors Parade Rest

Color Guard Attention

Carry Colors Forward March

Right Wheel March (MC: Right Turn) Right Wheel March (MC: Right Turn)

Colors Reverse March (MC: Counter March)

Eyes Right Ready Front

Left Wheel March (MC: Left Turn) Left Wheel March (MC: Left Turn) Left Wheel March (MC: Left Turn)

COLOR GUARD HALT*

Report Out

NOTES:

- 1. *Bold, uppercase commands require a five-second pause.
- 2. Add "Forward March" after all wheels and reverses.
- 3. Reporting-in requires all movements needed to move into the drill deck, center the colors on the Head Judge and verbally report in.
- 4. Reporting-out requires all movements needed to center the colors on the head judge, verbally report out and leave the drill deck.

DRILL TEAM EXHIBITION

- 1. Uniforms are expected to be worn under the regulations of their respective Service.
- 2. The Drill Deck size for exhibition drill is approximately 100 feet by 80 feet.
- 3. Units with less than 10 competitors in this event will not be eligible for the NMAA State Trophies but qualify for Exhibition Drill Trophies.
- 4. Cadet Commanders may form their teams on any location of preference, but should coordinate such location with the Head Judge prior to beginning their sequence.
- 5. Teams are required a minimum of four minutes and a maximum of six minutes to conduct their exhibition sequence. Time starts when the Cadet Commander raises his or her salute to report-in and ends at the drop of the Cadet Commander's salute after reporting-out.
- 7. A penalty of five points will be assessed for every 10 seconds outside of the time window identified above.
- 8. A penalty of 25 points will be assessed for anything that drops to the ground. This penalty is not only for rifles in Armed Exhibition, but also includes ribbons, buttons, hats, rank insignia, gloves, etc.
- 9. Failure to report-in will cost the team 25 points and allows judges to start time as desired.
- 10. Failure to report-out will cost the team 25 points and allows judges to stop time as desired.
- 11. Pyrotechnics, blanks, lights, paints, music, or any means of artificially counting cadence will not be allowed while a team is on the Drill Deck.
- 12. For safety purposes, cadets will not be allowed to conduct acrobatics on the Drill Deck. Additionally, no team members will be lifted off the deck. Violations of this rule will result in disqualification.

ARMED SOLO EXHIBITION AND UNARMED DUAL EXHIBITION

- 1. This category does not accrue points towards NMAA Trophies.
- 2. A school may enter as many competitors as desired in these two categories.
- 3. Armed Solo exhibition requires only a cadet and his or her rifle. The rifle, same as in Armed Drill, must weigh a minimum of 8 pounds.
- 4. Dual exhibition is composed of only two Unarmed Exhibition competitors.
- 5. Competitors are required a minimum of two minutes and a maximum of three minutes to conduct their exhibition sequence. Time will start the moment competitors step into the drill deck and will stop after competitors step out of the drill deck.
- 6. A penalty of five points will be assessed for every 10 seconds outside of the time window identified above.
- 7. A penalty of 25 points will be assessed for anything that drops to the ground. This penalty is not only for rifles in Armed Solo, but also includes ribbons, buttons, hats, rank insignia, gloves, etc.
- 8. This event will start after completion of all team events and before the Awards Ceremony, with the intent of having a large audience.
- 9. Competitors must be in their respective military uniform to compete. This includes head gear.
- 10. For safety purposes, cadets will not be allowed to conduct acrobatics.
- 11. Drill Deck size will be approximately 40 feet by 40 feet.
- 12. Pyrotechnics, blanks, lights, paints, music, blindfolds, or any means of artificially counting cadence will not be allowed.

PHYSICAL FITNESS

- 1. Physical Fitness (PT) Teams will consist of four individuals of the same gender.
- 2. Spikes, of any kind, are not allowed as shoe wear.
- 3. PULLUPS (MALES).
- a. STARTING POSITION. Competitors will grasp the bar with palms facing toward or away from the body, arms fully extended. Feet may not make contact with the ground or the poles of the pullup bar. Once in this position, the judge will give the command to begin.
- b. ACTION. Pull body up with arms until the chin is above the bar. Lower the body until both elbows are fully extended. One successful pullup ends at the bottom position with elbows fully extended. Dropping from the bar, or releasing the bar, prior to elbows being fully extended on the last repetition does not constitute a pullup.
 - c. RULES.
 - 1) Competitors are not allowed to kip, bicycle, or kick.
 - 2) Knees must remain below the waist.
- 3) The body may not swing. If the competitor starts to swing, the judge will stop the motion by holding an extended arm across the front of the competitor's thighs.
- 4. FLEX ARM HANG (FEMALES).
- a. STARTING POSITION. Competitor raises body, assisted or unassisted, until chin is above but not touching the bar. Competitor may grasp the bar with hands toward or away from the body.
 - b. ACTION. Hold chin above the bar as long as possible.
 - c. RULES.
 - 1) Time starts once the competitor is holding her chin above the bar unsupported.
 - 2) Time stops when the chin touches or goes below the top portion of the bar.
- 3) Once time starts, feet are not allowed to make contact with the ground or the poles of the pullup bar. Judges will stop time if either of these two cases occur.

5. CRUNCHES (MALE and FEMALE).

- a. STARTING POSITION. Competitors lie on their back. Hands grasping the shirt on the opposite shoulder. Arms flat on the torso. Knees bent with feet flat on the ground. Feet may be together or up to 12 inches apart. Another person can hold the feet by applying pressure with their hands on the ankles. No other method of bracing or holding the feet is authorized.
- b. ACTION. When time starts, competitors raise their upper body until both elbows make contact with the thighs. Then competitors lower their upper body until both shoulder blades make contact with the ground. One successful repetition ends when the shoulder blades touch the ground.

c. RULES.

- 1) Holders are not allowed to sit, place their knees on the competitor's feet, or perform any other form of holding except for the method identified above.
- 2) Kipping, or bouncing of the hips, is not allowed. Buttocks are required to stay in contact with the ground during the timed period.
- 3) Once time starts, the heel is the only part of the foot that must remain in contact with the ground.
- 4) Arms do not have to remain in contact with the torso, but hands are expected to be held on the opposite shoulder as described above.
 - 5) Competitors are allowed to rest as desired during the two minute limit.
 - d. TIME LIMIT. 2 minutes for both male and female.
- 6. 800m RUN (MALE and FEMALE).
 - a. STARTING POSITION. Competitors stand behind starting line.
- b. ACTION. On command, competitors run two laps around the track in the shortest possible time.
 - c. RULES.
 - 1) Male and Female teams from the same school may run together.
 - 2) Runners are not allowed to set foot on the grass to the left of Lane 1.

7. Scoring.

a. All physical fitness scoring will be based off the number of competitors. For example, if 75 cadets compete in pull-ups, the cadet with the most pull-ups will acquire a total of 75 points. The cadet with the least amount of pull-ups will acquire 1 point.

b. In the case of a tie for Individual PT on any one event, the aggregate score from the other two events will be the tie breaker.