

2023 NEW MEXICO STATE JROTC MILITARY SKILLS MEET



Note: all information is red must be updated by the host.

Hosted By:
*******School Name*******
1 April 2023 at
ADDRESS Drive NW
Albuquerque, NM 87114

Senior Instructor: Maj_____ instructor@.edu
Second Instructor 1stSgt_____ instructor@.edu

505-500-7111 999-505-8492

03 Feb 20-?

To: New Mexico JROTC Instructors

SUBJECT: NEW MEXICO STATE JROTC MILITARY SKILLS MEET

Name of School cordially invites you to the New Mexico State JROTC Military Skills Meet, which will take place on **1 April 2023 at School Name**. The Marksmanship Competition will take place at **School Name** on **31 March thru 1 April 2023**.

All entry forms are due no later than **Established Date**. Checks to cover entry fees may be submitted in advanced or on the morning of **1 April** during check-in. Please make checks payable to **"Your Account/School Name"** or (school must specify here on how to pay due to some districts moving to digital payment only). The submission of your Entry Form commits you for balances due, unless your cancellation request is received prior to **establish a date**.

The Final Time Matrix will be sent to Instructors one week before the event. Check-in will take place at **"Designated Area or classroom"**.

The Marksmanship portion of this year's competition will be held at **NAME of SCHOOL**. Please coordinate all aspects of Marksmanship with **Host Name and Rank** via email at **instructor@.edu**.

Please call me if you have any questions or concerns regarding this event.

Rank, Name, Service (Ret)
999-500-9191

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NEW MEXICO JROTC MILITARY SKILLS MEET ENTRY FORM

SCHOOL NAME: _____

INSTRUCTOR: _____

PHONE #: _____ EMAIL: _____

	Number Of Teams	EVENT TOTAL
1. Unit Inspection	_____ x\$50.00	_____
2. Armed Drill Team	_____ x\$50.00	_____
3. Unarmed Drill Team	_____ x\$50.00	_____
4. Physical Fitness	_____ x\$50.00	_____
5. Color Guard	_____ x\$50.00	_____
6. Armed Solo Exhibition	_____ x\$5.00	_____
7. Unarmed Dual Exhibition	_____ x\$5.00	_____
8. Drill Down	_____ x\$1.00	_____
9. Meal Tickets	_____ x\$8.00	_____

TOTAL AMOUNT: Note: Prices may change for meal ticket depending on venue

10. Please make checks payable to **“School Name”**

11. If mailing checks, please send them to:

Attn: and Address

12. If emailing entry forms, please send them to **email@edu.**

AWARDS

NMAA SWEEPSTAKES TROPHIES

5A

1st Place Overall - Large 5A Blue State Trophy

2nd Place Overall - Large 5A Red Trophy

3rd Place Overall - Large 5A Green Trophy

4A

1st Place Overall - Large 4A Blue State Trophy

2nd Place Overall - Large 4A Red Trophy

3rd Place Overall - Large 4A Green Trophy

NMAA BANNERS

5A

State 5A JROTC Overall Champion (Sweepstakes winner)

State 5A Champion Drill Champions (Combined Armed and Unarmed)

State 5A Champion Color Guard Team (Combined Male/mixed and Female)

State 5A Champion Precision CMP Team

State 5A Champion Sporter CMP Team

State 5A Champion Fitness Team (Combined Male & Female)

4A

State 4A JROTC Overall Champion (Sweepstakes winner)

State 4A Champion Drill Champions (Combined Armed and Unarmed)

State 4A Champion Color Guard Team (Combined Male/mixed and Female)

State 4A Champion Precision CMP Team

State 4A Champion Sporter CMP Team

State 4A Champion Fitness Team (Combined Male & Female)

AWARDS

NMAA TEAM TROPHIES

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

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

AWARDS

NMAA INDIVIDUAL MEDALS

5A Medals	Place
Male Sprint Drag Carry	1st - 3 rd
Male Standing Power Throw	1st - 3rd
Male 4x400 meter Relay	1st - 3rd
Female Sprint Drag Carry	1st - 3rd
Female Standing Power Throw	1st - 3rd
Female 4x400 meter Relay	1st - 3rd
Male PT Aggregate	1st - 3 rd
Female PT Aggregate	1st - 3rd
Sporter Rifle Prone	1st - 3rd
Sporter Rifle Standing	1st - 3rd
Sporter Rifle Kneeling	1st - 3rd
Sporter Rifle Aggregate	1st – 5th
Precision Rifle Prone	1st - 3rd
Precision Rifle Standing	1st - 3rd
Precision Rifle Kneeling	1st - 3rd
Precision Rifle Aggregate	1st – 5 th
Best Commander	1st-Only
4A Medals	Place
Male Sprint Drag Carry	1st - 3 rd
Male Standing Power Throw	1st - 3rd
Male 4x400 meter Relay	1st - 3rd
Female Sprint Drag Carry	1st - 3rd
Female Standing Power Throw	1st - 3rd
Female 4x400 meter Relay	1st - 3rd
Male PT Aggregate	1st - 3 rd
Female PT Aggregate	1st - 3rd
Sporter Rifle Prone	1st - 3rd
Sporter Rifle Standing	1st - 3rd
Sporter Rifle Kneeling	1st - 3rd
Sporter Rifle Aggregate	1st – 5th
Precision Rifle Prone	1st - 3rd
Precision Rifle Standing	1st - 3rd
Precision Rifle Kneeling	1st - 3rd
Precision Rifle Aggregate	1st – 5 th
Best Commander	1st-Only

GENERAL RULES

1. Overall scoring points will be awarded for standings in each of the 11 award categories. The categories are: Unit Inspection, Armed Drill Regulation, Armed Drill Exhibition, Unarmed Drill Regulation, Unarmed Drill Exhibition, Male/Mixed Color Guard Regulation, Female Color Guard Regulation, Male Physical Fitness Team, Female Physical Fitness Team, Marksmanship Precision Team, and Marksmanship Sporter Team. The maximum number of points that can be awarded towards the NMAA State Trophies, assuming a Program places 1st Place in all the categories, is 165 Points. 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. The JROTC State Championship only allows a school to enter 1 team per event with the exception of precision and sporter teams.
3. Eligibility for NMAA team trophies requires a team to participate with the minimum number of cadets per event as defined below:
 - a. Unit Personnel Inspection (10 cadets)
 - b. Armed Drill Team (10 cadets)
 - c. Unarmed Drill Team (10 cadets)
 - d. Male/Mixed Color Guard (4 cadets-male or mixed male)
 - e. Female Color Guard (4 female cadets)
 - f. Male PT Team (4 male cadets)
 - g. Female PT Team (4 female cadets)
 - h. Two Marksmanship Teams (4 cadets per team; 1 Sporter and 1 Precision or 2 Sporter Teams or two precision teams). Individual shooters are encouraged to participate. No school will receive more than 30 points from marksmanship towards sweepstakes.
4. This is an NMAA sanctioned event. All participants must meet the NMAA GPA, sports physical requirements and JROTC enrollment requirements to participate.
5. Judges' decisions regarding scores are final. The host school will make every possible effort to include judges from varying Services for all events.
6. Teams and individuals may be disqualified by the Event Director for any number of reasons. 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. Protests will be limited to those circumstances concerning violations of the rules of the competition or the disqualification of a team or individual competitor. Only the team instructor may address protests concerning rules or disqualifications. Any protest must be brought to the attention of the event director and senior judges. If unresolved, a formal protest must be presented to the Event Director in writing. The Event Director will forward the protest to the NMAA Executive Board for adjudication.

8. Schools cannot enter cadets on more than one team in the same category of competition, except for, Armed and Unarmed Drill to meet the 10 cadet requirement. Examples of what a cadet cannot do, Cadet Ramirez cannot be on the Mixed Color Guard and Female Color Guard teams. Cadet Jones cannot be on the Precision and Sporter Teams.
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 and Color Guard rifles must meet the 8-pound minimum weight requirement.
12. In the event of a tie in any drill category, the team commander's combined team evaluation from all of the judge's score sheets will be used as the tiebreaker.
13. In the event of a tie in overall drill categories, the team commander's evaluation from the head judge's score sheet will be used to break the tie, using the following order of precedence:
 - a. Unit Inspection
 - b. Male/Mixed Color Guard
 - c. Female Color Guard
14. In the event of a tie in an Individual PT Events, That Cadets aggregate score for all three PT events will be used to break the tie. (This is only done to determine if they are eligible for 1st, 2nd, or 3rd place.)
15. In the event of a tie in a Team PT Competition, tie breakers will be each team's aggregate event score in the following order of precedence:
 - a. 4 x 400-meter relay
 - b. Sprint, Drag, Carry
 - c. Standing Power Throw
16. During Regulation Drill, all teams will be judged on 30-inch steps at a pace of 112-120 steps per minute.
17. Commanders are not allowed to call cadence. Use of devices to assist staying in step, such as taps, are also prohibited.
18. The uniforms for Drill Teams and Color Guards are as follows: 25 points will be deducted per event for being in the wrong uniform.
 - a. Army Class B (short sleeve)
 - b. Air Force Class 4B (short sleeve)
 - c. USMC Dress Blue Delta (short sleeve)
 - d. Navy Service Uniform (short sleeve)

UNIT INSPECTION

1. Cadet Commanders will start the inspection by forming their unit for inspection as required by their respective Service Drill Manual.
2. There is no need to request permission to enter the inspection drill deck. There is also no need to march before forming up the unit for inspection.
3. Once formed for inspection, Cadet Commanders will report-in to the Head Judge.
4. Cadet Commanders will report out and dismiss their unit after the Head Judge advises the Cadet Commander that the inspection is over.
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.
7. Evaluation includes uniforms, haircuts and hair dress, shoes, ribbons, badges, bearing, confidence, and knowledge.
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 (17 Mar 23), 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 (Armed and Unarmed)

1. Uniforms are expected to be worn in compliance with their respective Service regulations.
2. Unauthorized items include sabers, taps on shoes, helmets, feathers, and bandanas. (Please see All Service Nationals LOI/General Rules, Swords are optional).
3. To earn points towards NMAA Trophies, Drill Teams are required to compete with a minimum of 10 cadets.
4. Drill Deck size for Regulation Drill Teams must be measured and posted to all participating teams no less than 1 month out from state competition. (goal is to match nationals).
5. Cadet Commander is required to memorize the respective drill card.
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 five (5) points from the total score.
9. Each missed command or out-of-sequence command will result in a deduction of five (5) points from the total score.
10. Commanders are not allowed to call cadence.

COLOR GUARD

1. Uniforms are expected to be worn in compliance with their respective Service regulations.
2. Drill Deck must be measured and posted to all participating teams no less than 1 month out from state competition. (goal is to match nationals).
3. To earn points towards NMAA Trophies, Color Guard Teams are required to compete with 4 cadets.
4. Calling cadence is not permitted.
5. Cadet Commander is required to memorize the Color Guard Drill Sequence.
6. Teams will be evaluated from the time they step into the Drill Deck until the time they step out of the Drill Deck.
7. Use the size and type of flag issued to your Program by your Service.
8. The only flag staffs authorized for competition are the 9.5-foot wooden poles.
9. Although judges will not physically touch rifles, rifle bearers are required to go to Inspection Arms and individually report-in when an inspector steps in front of them.
10. Each boundary violation will result in a deduction of five (5) points from the total score.
11. Each missed command or out-of-sequence command will result in a deduction of five (5) points from the total score.
12. There is no time requirement for Color Guard performances.
13. Colors will be uncased unless wind conditions dictate otherwise.

EXHIBITION DRILL TEAM (Armed and Unarmed)

1. Uniforms for drill team exhibition are expected to be worn in compliance with their respective Service regulations.
2. The Drill Deck size for exhibition drill must be measured and posted to all participating teams no less than 1 month out from state competition. (goal is to match nationals)
3. Cadet Commander is required to use the same rifle type as the team.
4. To earn points towards NMAA Trophies, Drill Teams are required to compete with a minimum of 10 cadets.
5. Cadet Commander may form the team on their location of preference but should coordinate such location with the Head Judge prior to requesting permission to enter the Drill Deck.
6. Teams are required a minimum of four (4) minutes and a maximum of six (6) 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 one (1) point will be awarded for every one (1) second outside of the time window identified above.
8. Failure to report-in will cost the team 25 points and allows judges to start the time at the judges' discretion.
9. Failure to report-out will cost the team 25 points and allows judges to stop the time at the judges' discretion.
10. Pyrotechnics, blanks, lights, paints, music, or any means of artificially counting cadence will not be allowed while a team is on the Drill Deck. Furthermore, any item that is not considered part of the military uniform is unauthorized.
11. 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.

NOTE: These events are optional for any state host to include in the competition since these do not contribute to any portion of sweepstakes and other categories for championships. Please omit this page if you are removing these events.

ARMED SOLO EXHIBITION

1. A unit may enter as many Cadets as desired on a first come, first serve basis. Individual Exhibition does not count toward any overall awards.
2. The individual will be briefed by the Judge prior to entering the drill area. At the direction of the Judge, the individual will march into the drill area and report in.
3. Grading and timing begin when a cadet requests to enter the drill deck. A standard Report-in/Report-Out procedures, Solo and/or Dual Exhibition competitors ARE REQUIRED. Cadets must state their last name(s) and school during BOTH the Report-in & Report-out.
4. A minimum of **1 minute** and a **maximum of 3 minutes** will be allocated for this phase. There will be a one-point deduction for each second over or under the time limits.
5. A 5-point penalty will be assessed on a “first drop” of a rifle or any military uniform items. All subsequent drops during the performance will maintain a 25-point penalty assessed on the Head Judge's scoresheet.
6. At the end of the drill, individual competitors will report out. When the Judge returns the salute, grading and timing will cease.
7. No blindfolds, blanks, fires, pyrotechnics, lights, paints, music, or any other means of enhancing the drill sequence will be allowed.
8. Competing individuals must be in a military uniform.
9. Boundaries will be painted/taped and or marked with orange cones 30x30ft. A 5-point penalty will be assessed for each boundary violation. A boundary violation is defined as the commander or any team member stepping on or over the boundary.
10. Trophies will be awarded for first, second, and third place in this competition.

DUAL ARMED EXHIBITION

1. A unit may enter as many teams as desired on a first come, first serve basis. Dual Exhibition does not count toward any overall awards. All exhibition routines consist of stationary/marching drill movements as well as trick rifle maneuvers that are limited by the imagination & creativity of the drill unit. However, please keep in mind 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.
2. 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.
3. The team will be briefed by the Judge prior to entering the drill deck. At the direction of the Judge, the team will march onto the drill deck and report in. Grading and timing begin when the team enters the drill deck. A standard Report-in/Report-Out procedures, Solo and/or Dual Exhibition competitors ARE REQUIRED. Cadets must state their last name(s) and school during BOTH the Report-in & Report-out.
4. A **minimum of 1 minute** and a **maximum of 3 minutes** will be allocated for this phase. There will be a **1 Point deduction** for each second over or under the time limits.
5. A 5-point penalty will be assessed on a "first drop" of a rifle or any military uniform items. All subsequent drops during the performance will maintain a 25-point penalty assessed on the Head Judge's scoresheet.
6. At the end of the drill, the team will report out. When the Judge returns the salute, grading and timing will cease.
7. No blindfolds, blanks, fires, pyrotechnics, lights, paints, music or any other means of enhancing the drill sequence will be allowed.
8. Competing individuals must be in a military uniform.
9. Boundaries will be painted/taped and or marked with orange cones 30x30ft. A 5-point penalty will be assessed for each boundary violation. A boundary violation is defined as the commander or any team member stepping on or over the boundary.
10. Trophies will be awarded for first, second, and third place in this competition.

DUAL UNARMED EXHIBITION

1. A unit may enter as many teams as desired on a first come, first serve basis. Dual Unarmed Exhibition does not count toward any overall awards. All exhibition routines consist of stationary/marching drill movements that are limited by the imagination & creativity of the drill unit. However, please keep in mind 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.
2. Teams will be briefed by the Judge prior to entering the drill deck. At the direction of the Judge, the team will march onto the drill deck and report in. Grading and timing begin when the team enters the drill deck. A standard Report-in/Report-Out procedures, Solo and/or Dual Exhibition competitors ARE REQUIRED. Cadets must state their last name(s) and school during BOTH the Report-in & Report-out.
4. A **minimum of 1 minute** and a **maximum of 3 minutes** will be allocated for this phase. There will be a **1 Point deduction** for each second over or under the time limits.
5. A 5-point penalty will be assessed on a "first drop" of any military uniform items. All subsequent drops during the performance will maintain a 25-point penalty assessed on the Head Judge's scoresheet.
6. At the end of the drill, the team will report out. When the Judge returns the salute, grading and timing will cease.
7. No blindfolds, blanks, fires, pyrotechnics, lights, paints, music or any other means of enhancing the drill sequence will be allowed.
8. Competing individuals must be in a military uniform.
9. Boundaries will be painted/taped and marked with orange cones. A 5-point penalty will be assessed for each boundary violation. A boundary violation is defined as the commander or any team member stepping on or over the boundary.
10. Trophies will be awarded for first, second, and third place in this competition.

PHYSICAL FITNESS

1. Physical Fitness (PT) Teams will consist of four cadets of the same gender.
2. Programs with PT Teams will only be allowed one male team and one female team unless the host grants an exception. Exceptions will be encouraged once all schools have had ample opportunity to register.
3. Spiked shoes, of any kind, are **not allowed**.
4. Upon arrival at the soccer field, a judge will brief each team on the rules, time limits, and provide examples of each event. Five-minute breaks are allowed between events.
5. Teams are placed in winning categories based on top performance. 1st place is awarded to the team or individual with the best score. 2nd place is awarded to the team or individual with the second-best score. 3rd place is awarded to the team or individual with the third-best score.

EVENTS

SPRINT-DRAG-CARRY (SDC)

Starting position: On the command “GET SET,” one cadet in each lane will assume the prone position with the top of the head behind the start line. The judge is positioned to see both the start line and the 25m line. A second judge will be positioned on the 25m turn line to ensure compliance with test event standards.

Sprint: On the command “GO,” the cadet stands-up and sprints to the 25m line. They must touch the turn line with a foot and a hand. If the cadet fails to touch the 25m turn line with hand and foot, the judge watching the 25m turn line will call them back. After touching the turn line, the cadet sprints back to the start line to perform the sled-drag segment of the event.

Drag: Shooting pads (sleds) loaded with two 45lb Males and 35lbs Females, plates will be used for this part of the event. The cadet will grasp each strap handle, which will be positioned behind the start line; pull the sled backwards until the entire sled crosses the 25m line; turn the sled around and pull back until the entire sled crosses the start line. If the entire sled does not cross the 25m or start line, the judge watching the 25m turn line will call the cadet back.

Lateral: After the entire sled crosses the start line, the cadet will perform a lateral shuffle to the 25m turn line. The cadet touches on or over the 25m turn line with a foot and hand and perform the lateral shuffle back to the start line. The cadet will face the same direction while moving laterally to the 25m turn line and returning to the start line so they lead with each foot. If the cadet fails to touch the 25m turn line with a hand and foot, the judge watching the 25m turn line will call them back. Judges will correct cadets if they cross their feet. After returning to the start line, the cadet will immediately perform the carry segment of this event.

Carry: Cadets will grasp the handles of the, two 40-pound dumbbells for Males and two 25-pound dumbbells Females, and run to the 25m turn line; step on or over the 25m turn line with one foot; turn and run back to the start line. If the cadet drops the dumbbells during movement, the carry will resume from the point the dumbbells were dropped. If the cadet fails to touch the 25m turn line with their foot, the judge watching the 25m turn line will call them back. After stepping on/over the start line, cadets will place the dumbbells on the ground.

Sprint: After setting the dumbbells down, the cadet will turn and sprint 25m to the 25m turn line. The cadet must touch or cross over the 25m turn line with a foot and hand. The cadet must then turn and sprint back to the start line. If the cadet fails to touch the 25m turn line with a hand and foot, the judge watching the 25m turn line will call them back.

The time is stopped when the cadet crosses the start line after the final sprint (250 meters).

STANDING POWER THROW (SPT)

Starting Position

The cadets will face away from the start line, grasp the medicine ball (10 pounds) with both hands at hip level and stand with both heels at (but not on or over) the start line. Grasp the ball firmly and as far around the sides of the ball as possible. Towels or rags will be provided to remove excess moisture/debris from the medicine ball.

Record Throws

As directed by the judge, the cadet executes throw one. Cadets are permitted several preparatory movements flexing at the trunk, knees, and hips while lowering the ball between their legs.

Cadets will have two record attempts on the SPT. A record attempt will not count if a cadet steps on or beyond the start line or falls to the ground.

If a cadet faults on the first record throw, they will receive a raw score of 0.0 meters. If a cadet also faults on the second record throw, they will receive a raw score of 0.0 meters. This cadet will be allowed one additional attempt to score on the SPT. If the cadet faults on all three record throws, they will receive a raw score of 0.0 meters for the SPT. If a cadet has a valid score on either the first or second throw, they will not be allowed a third attempt.

Although cadets are required to execute two record throws and both record throws are recorded, only the longer of the two throws will count as the record score. The start line judge will circle the best score.

4x400 meter RELAY

Starting Position. Competitors for first leg of the relay must stand behind the starting line.

On the command “GO,” the first competitor will run one lap around the track as fast as possible, while carrying a standard, 8.5-pound drill rifle with both hands. Judges will be positioned at various points along the track to ensure that both hands are touching the rifle throughout the entire race.

Upon completion of one lap, competitor 1 will hand the drill rifle off to competitor 2. Competitor 2 may not cross the starting line until fully controlling the rifle with both hands. Competitor 2 may not receive the rifle from competitor 1 any farther back than 1 meter from the starting line. The same exchange protocol will be enforced between competitors 2 & 3 and 3 & 4. Competitor 4 will cross the finish line at full speed.

Male and Female teams from the same school are allowed to run together if desired.

Runners are not allowed to set foot on the grass to the left of Lane 1.

ARMED REGULATION DRILL SEQUENCE

Team Enters & Reports In	Column Left March (AF: Fwd March)
Inspection Arms	Rear March (AF: to the Rear March)
Ready, Port Arms (or Port Arms)	Rear March (AF: to the Rear March)
Order Arms	Platoon Halt
Dress Right Dress	Port Arms
Ready Front	File from the Right
PARADE REST*	Platoon Halt
Platoon, Attention	Column of Three/Left, March
15 Count Manual Arms**	Column Left March (AF: Fwd March)
Right Face	Double Time March
Count Off	Quick Time March
Close Interval (AF: Close March)	Column Left March (AF: Fwd March)
Normal Interval (AF: Extend March)	Right Shoulder Arms
Left Face	PLATOON HALT
Left Step March	Column Left March (AF: Fwd March)
PLATOON HALT	Column Y2 Left March
Left Face	Column Y2 Left March
Right Step March	Rear March (AF-to the Rear March)
Platoon Halt	Rear March/Platoon, Halt
About Face	Forward March/Eyes Right
Right Shoulder Arms	Ready Front
Forward March	Column Left March (AF: Fwd March)
Column Right March (AF-Fwd March)	Left Shoulder Arms
Column Right March (AF-Fwd March)	Column Left March (AF-Fwd March)
Column Right March (AF-Fwd March)	Change Step March
Left Flank March	Left Flank March
Right Flank March	Platoon Halt
PLATOON HALT	Team Reports Out & Exits

* Platoon will be replaced by flight for Air Force JROTC Units.

*Bold, uppercase commands REQUIRE a 5 second pause

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

UNARMED REGULATION DRILL SEQUENCE

Team Enters & Reports In	To the Rear March
Dress Right Dress	Platoon Halt
Ready Front	Files from the Right March (AF: Fwd March)
PARADE REST*	Platoon Halt
Platoon Attention	Column of Threes to the Left March
PRESENT ARMS	Column Left March (AF: Fwd March)
Order Arms	Double Time March
Count Off	Quick Time March
Right Face	Column Left March (AF: Fwd March)
Close March	Half Step March/Forward March
Extend March	Change Step March
Left Face	PLATOON HALT
Open Ranks March (AF: Ready Front)	Column Left March (AF: Fwd March)
Close Ranks March	Column Y2 Left March
Left Step March	Column Y2 Left March
PLATOON HALT	To the Rear March
Left Face	To the Rear March/Flight Halt
Right Step March	Forward March/Eyes Right
Platoon Halt	Ready Front
Four Steps Forward March	Column Left March (AF: Fwd March)
About Face	Column Left March (AF: Fwd March)
Forward March	PLATOON HALT
Column Right March (AF: Fwd March)	Forward March Column
Right March (AF: Fwd March)	To the Rear March Column Right
March (AF: Fwd March)	To the Rear March
Left Flank March	Half Step March
Right Flank March	Forward March
PLATOON HALT	Left Flank March
Column Left March (AF: Fwd March)	Change Step March
To the Rear March	Platoon Halt
	Team Reports Out & Exits

*Platoon will be replaced by flight for Air Force JROTC Units.

***Bold**, uppercase commands REQUIRE a 5 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 5 second pause**
2. **Add “Forward March” after all wheels and reverses**
3. **Report In-Scoring for movements needed to move onto the drill deck, center the colors on the Head Judge and verbally report in.**
4. **Report Out-Scoring for movements needed to center the colors on the head judge, verbally report out, then leave the drill deck.**