

Overview:

This document will include all information that is pertinent to the conduct of the R2/R5 Meet.

Attendance:

Schools will be allowed to have a maximum of 40 Cadets. Cadets are authorized to compete in as many events as their Instructor authorizes. Schools may substitute cadets between any and all events as desired.

Events will consist of:

1. Inspection Platoon (10 cadets) Uniform for the inspection platoon will be Blue Dress "B" with gloves with ribbons and badges. White gloves will be worn.
2. Armed Regulation Drill – (Minimum 13 cadets) Deck size: 100'W x 75' L
Blue Dress "B" gloves optional. Unit must enter and exit from the designated area.
3. Armed Exhibition Drill – (Minimum 13 cadets) Deck size: 100'W x 75' L
Blue Dress "B" gloves optional. Unit may enter and exit the drill area from wherever they desire.
4. Unarmed Regulation Drill – (Minimum 13 cadets) Deck size: 100'W x 75' L
Blue Dress "B" gloves optional. Unit must enter and exit from the designated area.
5. Unarmed Exhibition Drill – (Minimum 13 cadets) Deck size: 100'W x 75'
Blue Dress "B" gloves optional. Unit may enter and exit the drill area from wherever they desire.
6. Color Guard – (Male, female, or mixed) Deck Size: 70'W x 60' L
Only authorized Uniform is Blue Dress "B" with gloves. Ribbons and badges may be removed for the Color Guard performance. The Color Guard must enter and exit the drill are from the designate area.

EQUIPMENT

1. Only the authorized Daisy Drill Rifle will be utilized for armed drill, and armed exhibition. Color Guard will be executed with the new Glendale Drill Rifle (faux wood and chrome). Drill rifles must have the rubber butt plate, no exceptions.
2. Slings may be white or black and taping of sling is only allowed in Armed Exhibition. Taping of rifles is not allowed for Armed Regulation or Color Guard.
3. Gloves may be moistened for safety purposes.
4. Armed Regulation – The Armed Drill Commander will be equipped with NCO Sword, Scabbard, and FROG.
5. Armed Exhibition – The Armed Exhibition Drill Commander will be equipped with either an NCO sword with scabbard and frog or a Daisy Drill rifle.

6. Unarmed Regulation – The Unarmed Regulation Drill Commander will not carry a sword.
7. Unarmed Exhibition – The Unarmed Exhibition Drill Commander will not carry a sword or Daisy Drill rifle.
8. Color Guard – The Color Guard will utilize the standard issued National Ensign and MCJROTC Colors. These Colors must be on the standard 9 ½ foot pole with pike. Rifleman will use the Glendale Drill Rifle with a rubber butt plate.

INSPECTION:

The inspection questions will be limited to: is this the only areas the judges can ask questions from?

- Cadet's Name, Rank / Rate - Cadet's Age
- Number of years Cadet has been in MCJROTC
- Cadet's class / year in school - Questions regarding ribbons / devices on the uniform
- Description of cadet rank insignia

Inspection Format: Inspection Platoon (10cadets); The Platoon Commander will command their platoon to "fall in" and the unit will fall in on the predesignated spots to ensure social distancing. The Platoon Commander will command "fall out" after they report out to the head judge. The unit will file it off and exit the room. Nothing after the command "Fall Out" will be evaluated. Uniform for the inspection platoon will be Blue Dress "B" with ribbons and badges. White gloves will be worn.

ARMED REGULATION DRILL

Armed Regulation drill deck: 100'W x 75' L

There will be at least two judges for this event.

Judging will be according to the current MCO P5060.20 Marine Corps Drill and Ceremonies Manual. Teams will use the appropriate Manual of Arms for the Daisy Drill rifle. The Unit Leader will position the platoon in the Ready Area. The Head Judge will approach the team in the READY AREA and ask the Unit Leader if the team is ready to begin. Once the Head Judge and Unit Leader agree the Unit is ready, the Unit Leader can begin by exiting the READY AREA on the Head Judges command. The Unit Leader will command "Fall In" 3 paces and centered on the Head Judge and give "Present Arms". The unit can either be 3 paces or 6 paces from the unit leader. Then, the Unit Leader will report in with an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The Unit Leader will be judged from the time he/she enters the drill area, until the team departs. The platoon will be judged from the first command on the drill card.

Commanders must give each command in sequence from memory. No cue cards or prompter cards will be allowed. Each omission, addition of "extra" movements, or movements given out of sequence will be assessed a Ten (10) point penalty.

A sample of the Report-In and Report-Out verbiage for all events (i.e. "Sir/Ma'am, the Unarmed Regulation/Exhibition platoon from Semper Fi HS is reporting in for (Event) and respectfully request to proceed with the drill card?", "Sir/Ma'am, the Armed/Unarmed Regulation platoon from Semper Fi HS has completed the required drill and respectfully requests to exit the drill area?")

All stationary commands (including "Halt") must be held for a minimum of FIVE COUNTS. This means that there

will be at least a five second pause after a command of execution, and prior to the next preparatory command. A two-point penalty will be assessed for each infraction. The penalty points will also be assessed on the commander's score sheet. Commands on the march do not require a five second pause.

During the marching portion of the drill card, the Unit Leader may position himself/herself where they can best control the platoon. When Halted the Unit Leader will be 6 paces and centered on their unit. The Unit Leader will carry an NCO sword, scabbard and FROG.

If a school chooses to use a Platoon Guide, the Guide will be graded on their performance of the Guidon Manual and proper execution of drill movements for the platoon guide per MCO P5060.20. Guides are optional and do not have to be utilized if the school chooses not to. Using a Platoon Guide will not get a school any extra points.

Unit Leaders WILL NOT check alignment during Dress Right Dress.

The Armed Regulation drill deck will be 100' W x 75' L. The drill deck area will be properly marked.

NOTE: Daisy Drill Rifle Only, must have a functioning bolt and slings SHALL NOT be taped. NOTE: SOME TYPE OF RUBBER PADDING / BOOT WILL BE REQUIRED FOR ALL RIFLES.

The Armed Regulation drill deck will be 100' W x 75' L. The drill deck area will be properly marked.

ARMED EXHIBITION DRILL

Armed Exhibition drill deck: 100' W x 75' L

There will be at least two judges for this event.

A minimum of five (5) minutes and a maximum of eight (8) minutes have been allotted for this phase. There will be a one-point penalty for every (1) second that a platoon is under or over the time limit. Time starts when first cadet enters drill deck and ends after the last cadet exits.

NOTE: Daisy Drill Rifle Only, must have a functioning bolt and slings MAY BE taped. Rifle taping is at the discretion of the Instructor.

NOTE: SOME TYPE OF RUBBER PADDING / BOOT WILL BE REQUIRED FOR ALL RIFLES.

Judging will be based on the following areas:

Report In	All movements to HJ and verbal report-in
Report Out	Verbal report-out up until the Command order arms Floor
Coverage	Meaningful drill activity occurring on 70 % of entire floor
Overall Impression	Overall routine presentation
Military Flavor	Routine proudly befits a military JROTC competition
Movement Difficulty	Routine as presented required MUCH PRACTICE!
Movement Precision	Exacting, teamwork – “anti-sloppy”
Movement Variety	Diversity of movements to display overall excellence
Showmanship	Flair, style and game face that turns heads / rivets watchers
Cadet Bearing	Supreme effort, snap and concentration in the routine Cadet
Appearance	Uniform / overall cadet preparation & presentation
Handling of the Weapons	Specific solo/team weapon maneuvers & manipulation/throwing of weapons.

No cadet may be lifted off drill deck by any means. All cadets must drill and perform ENTIRELY on the drill deck and any cadet who is raised off the drill deck in any manner will cause the Head Judge to direct the raised cadet to dismount

and the entire team to leave. The team will be disqualified from that event and receive no points. Any dangerously risky or very long rifle tosses (longer than a standard front to rear formation toss) is prohibited. DO NOT have the rifle travel in a manner that places any cadet except the receiver at risk of being hit.

The time limit is 5-8 minutes.

The Armed Exhibition drill deck will be 100' W x 75' L. The drill deck will be properly marked.

UNARMED REGULATION DRILL

Unarmed Regulation drill deck: 100' W x 75' L

There will be at least two judges for this event.

Judging will be according to the current MCO P5060.20. The Unit Leader will position the platoon in the Ready Area. The Head Judge will approach the team in the READY AREA and ask the Unit Leader if the team is ready to begin. Once the Head Judge and Unit Leader agree the Unit is ready, the Unit Leader can begin by exiting the READY AREA on the Head Judges command. The Unit Leader will command "Fall In" 3 paces and centered on the Head Judge and give "Present Arms". The unit can either be 3 paces or 6 paces away from the unit leader. Then, the Unit Leader will report in with an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The Unit Leader will be judged from the time he/she enters the drill area, until the team departs. The platoon will be judged from the first command on the drill card.

Commanders must give each command in sequence from memory. No cue cards or prompter cards will be allowed. Each omission, addition of "extra" movements, or movements given out of sequence will be assessed a Ten (10) point penalty.

A sample of the Report-In and Report-Out verbiage for all events (i.e. "Sir/Ma'am, the Unarmed Regulation/Exhibition platoon from Semper Fi HS is reporting in for (Event) and respectfully request to proceed with the drill card?", "Sir/Ma'am, the Armed/Unarmed Regulation platoon from Semper Fi HS has completed the required drill and respectfully requests to exit the drill area?")

All stationary commands (including "Halt") must be held for a minimum of FIVE COUNTS. This means that there will be at least a five second pause after a command of execution, and prior to the next preparatory command. A two-point penalty will be assessed for each infraction. The penalty points will also be assessed on the commander's score sheet. Commands on the march do not require a five second pause.

During the marching portion of the drill card, the Unit Leader may position himself/herself where they can best control the platoon. When Halted the Unit Leader will be 6 paces and centered on their unit. The Unit Leader will NOT carry an NCO sword, scabbard and FROG.

If a school chooses to use a Platoon Guide, the Guide will be graded on their performance of the Guidon Manual and proper execution of drill movements for the platoon guide per MCO P5060.20. Guides are optional and do not have to be utilized if the school chooses not to. Using a Platoon Guide will not get a school any extra points.

Unit Leaders WILL NOT check alignment during Dress Right Dress.

Unit Leaders WILL check alignment during Open Ranks.

The Unarmed Regulation drill deck will be 100' W x 75' L. The drill deck area will be properly marked.

UNARMED EXHIBITION DRILL

Unarmed Exhibition drill deck: 100' W x 75' L

A minimum of five (5) minutes and a maximum of eight (8) minutes have been allotted for this phase. There will be a one-point penalty for every (1) second that a platoon is under or over the time limit. Time starts when first cadet enters drill deck and ends after the last cadet exits.

Judging will be based on the following areas:

Report In	All movements to HJ and verbal report-in
Report Out	Verbal report-out up until the Command order arms Floor
Coverage	Meaningful drill activity occurring on 70 % of entire floor
Overall Impression	Overall routine presentation
Military Flavor	Routine proudly befits a military JROTC competition
Movement Difficulty	Routine as presented required MUCH PRACTICE!
Movement Precision	Exacting, teamwork – “anti-sloppy”
Movement Variety	Diversity of movements to display overall excellence
Showmanship	Flair, style and game face that turns heads / rivets watchers
Cadet Bearing	Supreme effort, snap and concentration in the routine Cadet
Appearance	Uniform / overall cadet preparation & presentation

The Unarmed Exhibition drill deck will be 100' W x 75' L. The drill deck will be properly marked.

COLOR GUARD

Color Guard drill deck: 70' W x 60' L

There will be at least two judges for this event.

NOTE: Glendale Drill Rifle Only, must have a functioning bolt and slings SHALL NOT be taped. NOTE: SOME TYPE OF RUBBER PADDING / BOOT WILL BE REQUIRED FOR ALL RIFLES.

There will be one category of Color Guard (Male, Female, or Mixed)

Upon direction of the Head Judge, the Color Guard will form in a line formation with the COLORS UNCASSED and at Parade Rest. As soon as the Color Guard is formed, the Color Guard Commander will be told to begin by the Head Judge. At that time the Color Guard Commander can begin the execution of the card. When the Color Guard Commander reports to the Head Judge they'll be giving an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The entire Color Guard will be judged from the time the team is called to ATTENTION, until they exit the drill area. The departure from the drill deck is graded. The sequence must be committed to memory. Ten (10) points will be deducted from the overall score for each incorrect command or sequence violation. Two judges will accomplish the Color Guard grading. The Head Judge will dismiss the Color Guard upon completion of the Performance Phase.

All movements will be on the orders of the Color Guard Commander and will be executed according to the sequence listed within this enclosure. The sequence must be performed from memory. No cue cards or prompter cards of any type will be allowed. Each omission, addition of “extra” movements, or movement given out of sequence will be assessed a

Ten (10) point penalty.

The Color Guard Teams will consist of two Color bearers and two color guard riflemen. The Color Guard Commander will carry the National Colors.

Only regulation Color Guard movements will be allowed in accordance with MCO P5060.20. Color Guard Riflemen will be armed with the Glendale Drill Rifle.

The standard color staff consists of a 9 ½ foot, hardwood pole capped at each end by metal ferrules. A metal spearhead will be screwed into the top ferrule.

There will be a 25-point deduction if The Colors touch the deck at any time after the Color Guard enters the drill area and until the Color Guard exits the drill area.

POINTS WILL BE DEDUCTED FOR ANY FANCY DRILL CONDUCTED IN THE EXECUTION OF ANY PHASE OF THE COLOR GUARD COMPETITION.

The Color Guard will execute all movements in sequence and from memory. A five second delay is required after all “stationary” commands.

When the sequence is completed, the Color Guard commander will report out by stating, "Sir/Ma'am, the Color Guard from (name of unit) has completed the required Drill". The judging will terminate after the Color Guard executes “Carry Colors”.

The Color Guard drill deck will be properly marked.

SCORING:

1. **Scoring** will be proportional based on a 1000-point scale. For scoring – All events count for 1000 Championship points. Example: if you have 2 judges for color guard then there is the possibility of a team receiving 690 points. Whatever team scores highest, say Team A, has the highest score at 630 points. They will get the 1000 points. Everybody else will get their portion of 1000 based on their total score. If Team B scores 610, they will get 968.25 points. If Team C scores a 480, they will get 761.90. Proportional scoring will be the same for all events.

Example Team B $610 * (1000/630) = 968.25$

Team C $480 * (1000/630) = 761.90$

Armed Regulation – 66 Commands worth 10 points each = 660 points x 2 judges = 1320 total points Armed Regulation Unit Leader score worth 50 points. Total possible Armed Regulation Points = 1370

Unarmed Regulation – 66 Commands worth 10 points each = 660 points x 2 judges = 1320 total points Unarmed Regulation Unit Leader score worth 50 points. Total possible Unarmed Regulation Points = 1370

Color Guard – 30 Command worth a total of = 320 points x 2 judges = 640 total points Color Guard Commander score worth 50 points. Total Color Guard possible points is 690.