

SUBJECT: School Year **2023-2024 South Texas JROTC Conference Military Skills Competition**
Standing Operating Procedure (SOP)

1. Purpose: This SOP is designed to provide a simple standardized method for skill meet competitions. Units will be able to schedule sign up for our scheduled drill meets by signing up on the time schedule after receiving required information from hosting unit (**will be sent on google doc**). Either or both notifications may be by telephone at the discretion of the hosting unit. Formal notification of upcoming skills meets is optional.
2. General Information:
 - A. **CONFERENCE FEES:** Schools electing to participate in the Conference's competitions agree to abide by this SOP.
 - (1) A minimum of two-three skills meets will be scheduled each school year.
 - (2) This SOP can be amended at any meeting held during the year and reviewed by the Conference Board Members, to determine which schools will host up-coming drill meets. All Schools belonging to the Conference agree to host or co-host Drill/Raider meets once every three-four years. Exceptions will be granted by the Board Members. Non hosting schools will be expelled from the conference or pay a fine of an additional \$200 for not hosting as per DA-6 (only a 1 time event). Exceptions due to JPA or loss of Instructors will be considered by the Board.
 - (3) Prepayment fee \$300.00 per school - this is a one-time payment per school year. The \$300.00 payment is due no later than (NLT) **the first meet which is scheduled for 14 October 2023 at Edinburg North**. There will be some exceptions due to the school's budget date distribution to the programs and we will make those adjustments. Those non-member schools will need pre-pay or pay at the door, no credit.
 - (4) Point of contact for fees: Prepayment fees are to be mailed to LTC Barrera, (**Attn: South Texas JROTC Conference**) at PSJA Memorial ECHS JROTC Department at 915 Villa Del Lago, Donna, TX 78537; (956) 354-2420 ex 6379 or Cell# (956) 735-7479; and LTC Barrera will provide guidance on making out the check and provide receipts for school financial accounting purposes. Please contact LTC Barrera prior to mailing checks. LTC Barrera will distribute 90% JROTC Conference's funds into the number of Skills/Raider meets scheduled for that school year and send the check of \$700-\$1000 to the host unit for each scheduled skills meet. Each school is responsible for picking up trophies at our selected vendor (Premier Trophies, McAllen, TX). **This money is to be used by the hosting JROTC's Unit for cadet/judges' meals, trophies and other items.**
 - (5) Any non-Conference school participating in the STX JROTC Conference skills meet will be required to pay \$100.00 per team to the host school. Those non-member schools will need pre-pay or pay at the door, no credit. **The host school will keep half of the funds collected and the rest will be deposited in the Conference Account.**
 - B. **PARTICIPATION:** Schools may participate in, or host a competition; **however, no school hosting or co-hosting a skills meet may compete in Drill or Color Guard Events**

if they are the Judges. This applies to all the events during that skills meet competition. **With the exception of Robotics, Raider, Archery or Marksmanship.**

C. HOST UNITS: Normally, one or two schools (max) will jointly host the competition. The location for the skills meet will be at the first unit indicated for each competition date, unless otherwise specified. All Conference members having paid the \$300.00 prepayment fee are allowed to attend all Conference skills meets. Host school(s) may refuse Conference school(s) from participating if that school(s) has not paid the prepayment fee of \$300.00. **Host schools have the responsibility** of contacting LTC Barrera to determine which schools have not paid the \$300.00 entry fee. A copy of the purchase order/check or other proof of payment in progress will be accepted. **The hosting school will keep the Conference leadership in the loop during teams scheduling and skills meet results.**

D. COMPETITION GUIDELINES:

(1) Hosting units may not elect to allow schools to have more than one team in any event, however due to the size of the Conference, schools need to be aware that a **second team** in an event will **not be eligible** for any awards, the team (s) will perform for practice purposes only and will be scheduled to **perform after all competitive judging is completed.** Schools choosing to have more than one team for an event are advised that the first team to compete in an event will be the team scores used for competition. **Drill units must compete in all three events to be eligible for the overall category championship trophy.** Armed and unarmed drill teams will consist of up to 13 members. Inspection / Regulation / Exhibition teams will be selected from those 13 team members at the discretion of team coaches.

(2) At no time are cadets allowed to crossover from the Armed to the Unarmed Drill Team and vice versa. Team commanders are allowed to change from one event to the next within a team of 13 cadets. Cadets can be part of the PT, Color Guard, Marksmanship, Archery and Robotics.

(3) The STX JROTC Skills Competition consists of four mandatory categories: Armed Drill, Unarmed Drill, PT, and Color Guard. **Specific instructions for all events are on separate Annexes.**

(4) **Simplicity:** One of the primary goals of this competition is to keep it simple. Posting scores in real-time is up to the discretion of the Host School. Honesty and fair play is what we strive to teach our cadets, and that is how we conduct our meets. Host school, score sheets may be provided to competing schools immediately following the drill meet or they may be mailed at a later date. At no time we will Instructors argue a point in front of the students.

(5) **Trophies:** Team trophies will be awarded to the top three teams in each of the three categories. Additionally, trophies will be awarded to the top three teams in color guard regulation / Best Commander (Armed and Unarmed). PT, Archery, Robotics, etc (see trophy annex).

(6) The Team Commander/Captain is required to present the lead inspector of each event with a detailed team roster of up to 13 cadets (Last Name, First Name, and Student ID)

(7) **Inspection Questions:** Schools will be questioned only with those questions in this SOP. The skills meet host does not have the option of deviating from this standard.

(8) Scoring: Scoring will be done using the automated scoring system developed by the JROTC Conference. Training for the automated scoring system will be conducted by MAJ Gonzalez/ISG Cespedes. Scoring for PT, Archery, Robotics and Marksmanship or other events will be as prescribed by the appropriate annexes.

(9) Awards Ceremony. Awards ceremonies for hosted JROTC Conference Skills Competitions soon after the morning Drill events and right after each afternoon event is completed.

(10) Grading/Judging: **All judging will be accomplished by JROTC cadets, ROTC cadets or Active Duty, National Guard or Reserve members**, who will be trained by the host unit(s). Any issues or questions must be addressed and handled by team commanders or coaches with the head judge. Violators may be disqualified from that event. **It is not permissible to change judges; same set of judge's grade all teams in each [phase, of each] category of that event.** [(Insp)/(Reg)/(Exhibition) (Color Guard)]. The number of judges for all phases will be determined by the host coordinator: however, most events will require a head judge and two field judges.

(11) All Inspection questions for both armed and unarmed drill teams must come from Annex (JROTC Conference Study Guide). For the purpose of uniformity, **each cadet will be asked 4 questions** from Annex. Questions are to be asked as they appear in the Study Guide. Combining questions is not allowed.

E. UNIFORM REGULATIONS:

1. Cadets will be required to maintain either an approved class A or class B uniform (as called for within appropriate service regulation) during Inspection, Regulation and Color Guard competition of any JROTC Conference sponsored event. Noted exceptions to the class A or B uniform will be the allowance of berets in all events. During Platoon Regulation competition, units may remove name tags and ribbons to protect their uniform from tearing. Additionally, during Color Guard, units may remove the jacket, along with name tags and ribbons as it can restrict movements.

2. Only during Team Exhibition may any unit vary from the class A or B uniform policy outside the exceptions set forth previously. Exhibition competition will allow teams to wear any clothing or accessories they choose, so long as the uniform is within good military taste. However, elaborate uniform changing may cause scheduling issues for your unit – plan accordingly.

3. Cadets failing to meet the required dress regulations will receive subjective point deductions from their score sheet. **IN EVERY EVENT they are deemed OUT OF PROPER UNIFORM.** Please ensure your school is following all uniform regulations as specified by each of the Uniform Services.

F. OVERALL SCORING:

1. Scoring in all divisions is straightforward and standard. Review the annexes and the score sheets for any questions on the scoring portion of the competitions.

2. Procedures: All member units are required to follow this SOP. This SOP supersedes all prior versions of the Conference SOP. The Annexes cover most of the information required for drill meets and other competitions.
3. POC for this SOP is the undersigned.

//original signed//
LUIS C. BARRERA
Lieutenant Colonel, Retired
South Texas JROTC Conference

Distribution: All member schools of the STX JROTC Conference: Laredo Alexander, Zapata, Roma, La Joya, La Joya Palmview, La Joya Juarez-Lincoln, Mission, Mission Veterans, McAllen Rowe, Edinburg North, Edinburg Economides, Edinburg Vela, PSJA Memorial, PSJA North, PSJA Southwest, PSJA High, Edcouch-Elsa, Weslaco, Weslaco East, Harlingen South, Brownsville Hanna, Brownsville Porter, Brownsville Lopez, and HM King.

ANNEXES:

- A – MARKSMANSHIP
- B – PT
- C – ARCHERY
- D – TROPHY
- E – COLOR GUARD
- F – STUDY GUIDE
- G – INSTRUCTOR CONTACT ROSTER
- H - ARMED/UNARMED
- I – ROBOTICS

**SOUTH TEXAS JROTC CONFERENCE
SKILLS COMPETITION**

[Not to be sent outside a six academic's weeks window from competition date]

(Too many programs are dropping after being scheduled.)

[INFORM HOSTING UNIT IF SCHEDULED TEAM ISN'T PERFORMING]

JROTC DEPARTMENT _____

(DATE)

MEMORANDUM FOR: See Distribution

SUBJECT: Schedule Skills Competition

1. _____ High School and _____ High School (s) will conduct a competition on _____ at _____. Dressing rooms will be available at _____ A.M. and competition starts at _____ A.M.

2. The competition will consist of:
 - _____ *Armed Drill (mandatory event)*

 - _____ *Unarmed Drill (mandatory event)*

 - _____ .177 caliber firing (hosting school preference)

 - _____ *Physical Training (mandatory event)*

 - _____ Robotics (hosting school preference)

 - _____ Archery (hosting school preference)

3. Units desiring to compete must respond and select times on the google drive invite by _____

NOTE:

- (1) Conference fees are due NLT 14 October to LTC Barrera, SAI at PSJA Memorial ECHS, 915 Villa Del Lago, Donna, TX 78537;(956) 354-2420, ext 6379 or Cell# (956) 735-7479; or stxjrotc@gmail.com or luis.barrera@psjaisd.us. Contact him for a W9 and invoice.

COMPETITION SCHEDULE (cont.)
(Submit Requested Times with Entry Form on google docs)

Requested Time	Armed INSP/REG	Armed Exhibition	Unarmed / REG	INSP	Unarmed Exhibition	Color Guard BLUE/REG	Color Guard RED/REG	PT BOYS/GIRLS	Marksmanship 2 TEAMS (BOX)
740									
800-820									
820-840									
840-900									
900-920									
920-940									
940-1000									
1000-1020									
1020-1040									
1040-1100									
1100-1120									
1120-1140									
1140-1200									
1200									PREP
1220									
									LUNCH BREAK
1240	ARCHERY (all teams)		ROBOTICS (All Teams)						PREP
1300									
1320									
1340									
1400									
1420									
1440									PREP
1500	TROPHIES PRESENTATIONS WILL BE FOR DRILL AT NOON. THE REST AT 1500HOURS.								

NOTES: 1. "INSP / REG" Scheduled time will be for inspection followed immediately by regulation. 2. "Exhibition" Scheduled time can be before or after "INSP / REG" in order to allow teams with exhibition uniforms to change.

Sponsored Competition Schedule for School Year 2023-2024

Host	Location/Point of Contact	Proposed Date
Conference In-Service Training	(google meets) LTC Barrera	9 August 2023

SOUTH PADRE ISLAND	SOUTH PADRE ISLAND BEACH CLEANUP	23 SEPT 2023
STX JROTC CONFERENCE/LA COPA	OPERATION FISHNET/PRE DRILL LA COPA RANCH	30 Sept 2023
Edinburg North Skills Meet	Edinburg North HS MAJ Gonzalez	14 October 2023
KINGSVILLE HS Orienteering	LTC TROIA, La Copa Ranch	4 Nov 2023
STX RAIDER	STX RAIDER AT LA COPA	4 NOV 2023
Mission ISD Drill Meet	Mission HS, MSG Trevino	2 DEC 2023
PSJAISD DRILL MEET	PSJA Memorial; LTC Barrera	27 JAN 2024
CITY OF EDINBURG	EDINBURG 10K, EDINBURG STADIUM, MAJ GONZALEZ	3 FEB 2024
Ed Rachel La Copa Ranch Raider	Mr. Johnny Escamilla LTC Barrera(NON CONFERENCE) 20 SCHOOLS ONLY	10 February 2024
Weslaco HS Robotics	COL Cuevas, Weslaco HS	24 Feb 2024
Edinburg Economides Raider	Edinburg Economides, CPT Mcbride	2 Mar 2024
STX CONFERENCE JCLC	Regulator Battalion, Camp Rio Brownsville, 1SG Cepedes	6-9 Mar 2024
STX CONFERENCE JCLC	Mapache BN JCLC (12 SCHOOLS) Camp Zephyr	2 -6 Apr 2024
Conference Annual Meeting	PSJA Memorial LTC Barrera	6 June 2024

MMA DRILL MEET, Independent	MMA, HARLINGEN TX SGT MAJ Smythe	13 APR 2024
CMP Sanctioned 3x10, independent	PSJA HS MAJ OAKS	19-20 Jan 2024
NRA Junior Sporter Sectional, independent	PSJA HS MAJ OAKS	22-23 Mar 2024
Texas State Junior Olympic Rifle Championship, Independent	PSJA HS MAJ OAKS	19- 20 Apr 2024

ANNEX A: Marksmanship 23-24

Marksmanship is an event that will take place on the same day as the Drill Meet or any other meets. The required trophies in conjunction with the match will meet specifications outlined in the trophy Annex.

1. The marksmanship competition will be a Sporter Rifle only event and will be conducted IAW the current National Standard Three–Position Air Rifle Rules. These rules may be viewed at or downloaded from CMP website, <http://www.odcmp.com/Services/Programs/3P.htm>. CMP three position rules will be followed (Blue Book), i.e., Time: 70 Minute Shooting time.
2. Host school will conduct a shoulder to shoulder shooting match; no postal shooting for schools close to the competition site. The team will consist of four (4) selected shooters at the shoulder to shoulder match. All JROTC shooters must be certified as required by their service Cadet Command.
3. Safety:
 - a. Bolts will be open with a CBI inserted at all times except when firing.
 - b. Firing will not commence until the range has been cleared and the Range Officer declares firing may begin.
 - c. Muzzles must be pointed down range when on the firing line.
 - d. The range officer will ensure weapons are safe before leaving his firing line.
 - e. Horseplay is not allowed and talking and noise will be kept to the absolute minimum.
 - f. All firing shall cease immediately upon the calling of “STOP”.
 - g. “STOP” may be sounded by anyone observing an unsafe condition.
4. Firing units are responsible for bringing their own equipment and pellets to the competition.
5. The Range Officer is responsible for ensuring all range operations, regulations and safety measures are enforced. He/She is not to be interfered with by coaches or instructors except for safety reasons. An adult must be present on the range at all times with their team.
6. Only personnel of the unit currently firing will be allowed in the range, unless approved by the range officer.
7. Tiebreakers will be IAW the current National Standard Three–Position Air Rifle Rules for team events (rule 8.4.4) and for top individual shooter (rule 8.4.2).
8. All Army JROTC shooters must be certified as required by Cadet Command. **All other services will be certified as required by their service.**
9. **Host and Co-host can compete in a competition; Host will provide cadets to score the targets or co-host can bring his/her own cadets. The helper cadets can't be part of any team during the meet. Their sole purpose is to grade and assist with the meet.**
10. Trophies: Team trophies will be awarded to the top three teams for overall placement and top three for Prone, Kneeling and Standing. Only the Top Shooter overall gets a Trophy.

ANNEX A: Marksmanship 23-24

Appendix A: Tabulation Sheet for .177 Caliber Rifle teams competition Skills SOP

.177 CALIBER

PRONE STANDING KNEELING OVERALL

3D PLACE _____ _____ _____ _____

2D PLACE _____ _____ _____ _____

1ST PLACE _____ _____ _____ _____

INDIVIDUAL HIGH SHOOTER

NAME/SCHOOL

OVERALL TEAM

1ST _____

2ND _____

3RD _____

ANNEX C: Archery 23-24

Archery is an event that will take place on the same day as the Drill Meets or any other meets. The required trophies in conjunction with the match will meet specifications outlined in the trophy Annex.

1. The archery competition will be a Challenger bow only event and will be conducted IAW the current National Archery in the Schools Program. This program may be viewed at or downloaded from NASP website, <https://www.naspschools.org/>. Standard tournament rules will be followed.
2. Teams will consist of 8 cadets, (because Cadet Command provided each school with only 4 targets, for a total of 8 shooters at a time) and will consist of JROTC programs only. For skills meets, Schools will be limited to 1 team per competition. In the event there is extra room/time, any extra teams can shoot in a non-competitive status after all other schools have shot. Cadets must have had NASP training and follow all rules and commands from the instructor. For all other rules of competition, refer to the NASP National, Open, and Tournament Rules.
3. Safety:
 - a. School instructors must be BAI trained and certified.
 - b. All archers must have the required training in order to compete.
 - c. All commands will be given by whistle.
 - d. All archers will follow whistle commands **AT ALL TIMES**.
 - e. Horseplay is not allowed and talking and noise will be kept to the absolute minimum.
 - f. All firing shall cease immediately upon 5 or more whistles.
 - g. Any unsafe act can be grounds for dismissal from the competition.
4. Schools are responsible for bringing their own equipment (Challenger bows and arrows) to the competition unless otherwise notified. Host school will be responsible for providing all netting, and ensuring the safe assembly of nets.
5. The Competition OIC/NCOIC is responsible for ensuring all range operations, regulations and safety measures are enforced. He/She is not to be interfered with by coaches or instructors except for safety reasons. An adult must be present at all times with their team.
6. Personnel not currently firing can spectate if in a gym. If in a closed range, they will not be allowed in unless approved by the OIC/NCOIC in charge.
7. Tiebreakers will be IAW the current NASP Rules for team events _____ and for top individual shooter _____

C1

Individual Ties:

1. First by the computer by comparing total score, then # of 10's, 9's, 8's, and so on.

ANNEX C: Archery 23-24

2. If ties remain, only those individuals tied for overall female and overall male archers will shoot-off to break the ties

(this includes ties for overall runner-up). All other ties will remain and will receive duplicate awards.

3. Overall and runner-up female and male individual ties will be broken with a shoot-off that will take place prior to the awards ceremony. **KEEP YOUR BOW NEARBY!** Archers absent for tie breaking will be awarded the lower rank.

4. The shoot-off will consist of:

- a. A 5-arrow warm-up ends at 15 meters.
- b. Then a 5-arrow competitive end at 15 meters.
- c. If the tie persists, a single arrow shot from 15 meters, closest to the middle of the target's center will break the tie.

5. Team Ties:

Team ties, if they occur, will be broken.

- a. First by the computer by comparing total score, then # of 10's, 9's, 8's, and so on.
- b. If necessary tied teams will select one male and one female archer from their teams.
- c. These two archers from each team will shoot a 5-arrow warm-up end at 15 meters and then a 5-arrow scoring end at 15 meters.
- d. Combined scores of both boy and girl team members will be compared to break the tie.
- e. If the tie persists both the boy and girl from each team will shoot a single arrow at the same target. The arrow closest to the center of the target will win the tie.

8. Trophies: Team trophies will be awarded to the overall top three teams. Individual Trophy for the top Archer.

ANNEX C: Archery 23-24

Tabulation Sheet for Archery teams competition Skills SOP

Archery

STANDING

3D PLACE _____

2D PLACE _____

1ST PLACE _____

INDIVIDUAL HIGH SHOOTER

NAME/SCHOOL

OVERALL TEAM

1ST _____

2ND _____

3RD _____

ANNEX B: Physical Fitness (SY23-24)

1. This event is an overall team – one each for male and female team competition with 4 cadets per team. Final team scores will be based on the individual team overall scores. If a member school wants to bring a COED team, they will compete in the male category.
2. The top high female and the top high male for the meet will receive an individual award.
3. The competition consists of three exercises to be executed in the following order:
 - a. Pull-ups (males) / flexed arm hang (females).
 - b. Hand Release Push-up-Arm Extension (HRP).
 - c. Plank.
 - b. Curl-up.
 - c. 1 Mile relay run with a baton.
 - d. 25-meter sprint
4. The excel formula for scoring will be provided prior to the Drill Meet.
5. Athletic attire (shorts, T-shirts) is appropriate for this event. All competitors in this event must wear footwear. Most types of running shoes will be suitable; those with steel or plastic spikes **are prohibited**.
6. Spectators should be kept sufficient distance from judges so that cheering and yelling does not interfere with judges who are counting repetitions.

NOTE: The exercises are to run in the sequence shown below with competitors being allowed to rest three (3) minutes between exercises.

The following is to be added to the Directions: “For pull-ups and curl – ups”, scorers will count out loud each repetition performed properly. If exercise is not performed properly, the scorer will repeat the last count of exercise performed correctly. Individuals will not be disqualified for an incorrect exercise, but exercise will not count until performed properly.” “Spectators/team members/sponsors will be kept a sufficient distance from competitors so as to not interfere with the scorers’ counting.”

A. Pull-Ups (Male).

1. Equipment: pull-up bars that are approximately 1½” in outside diameter. Bars should be taped with adhesive tape. Resin/firm grip is permitted.
2. Position: Grasp the bar with palms either forward or away. Arms and legs must be completely extended with the feet off the floor. Ankles may be crossed to keep legs together.
3. Execution: Pull body straight up, placing the chin over the bar. Return to starting position with arms fully extended.

NOTE: Time Limit—there is no time limit for this event.

ANNEX B: Physical Fitness (SY23-24)

IMPORTANT:

- Chin must be placed over the bar.
 - Arms must be completely extended when the body is lowered to starting position.
 - Legs must always remain extended.
4. No swinging of the body is permitted. Partner will hold arm in front of the competitor to keep body alignment straight during the exercise.
 5. Competitors are permitted to rest in the down position only.

B. Flexed Arm Hang (Females).

1. Equipment: Pull-up bars are approximately 1 ½” in outside diameter and a stopwatch.
2. Position: Two spotters, one in front and one in back, help the cadet raise her body so that her chin is above the bar. The elbows are flexed and the chest is close to the bar. Feet must be clear of floor. Cadets can employ either palms forward or palms away grip.
3. Execution: Hold position for as long as possible.

NOTE: Time Limit—Scores in ratio of total elapsed time spent successfully executing the test.

IMPORTANT:

- Start timing as soon as the cadet is in the proper position and released by spotters.
- **Stop timing when:**
 - Cadet’s **chin touches the bar.**
 - Cadet’s **head tilts back to keep chin above the bar,** or
 - Cadet’s **chin drops below the bar.**
- Knees must not be raised.
- Kicking the legs is **not permitted.**

C. HAND RELEASE PUSH-UP - ARM EXTENSION (HRP)

In this event, you will complete as many hand-release push-ups as possible in ONE minute, using the proper technique:

- Start with the body face-down on the ground
- Push the body up as one unit
- Lower it back down as one unit
- Extend both arms out in a T- formation without moving any other body part
- Bring arms back to push-up position
- Repeat

Fitness Components: This event will assess your muscular endurance.

ANNEX B: Physical Fitness (SY23-24)

Starting position: On the command of “GET SET,” one Cadet in each lane will assume the prone position facing the start line with hands flat on the ground and index fingers inside the outer edges of the shoulders. The chest and front of the hips and thighs will be on the ground. Toes will touch the ground with feet together or up to a Foot’s width apart. The ankles

will be flexed. The head does not have to be on the ground. Feet will remain generally together, no more than a Foot’s width apart, throughout the HRP. Cadets may adjust their feet during the test event as long as they do not lift a foot off the ground.

Movement 1 On the command “GO,” a Cadet will push their whole body up from the ground as a single unit to the up position by fully extending the elbows (front leaning rest).

- The Cadet will maintain a generally straight body alignment from the top of the head to the ankles. This generally straight position will be maintained for the duration of the HRP.
- Failing to maintain a generally straight alignment during a repetition will cause that repetition to not count.
- The front leaning rest is the only authorized rest position. Bending or flexing the knees, hips, trunk, or neck while in the rest position is not authorized.

Movement 2 After the elbows are fully extended and the Cadet has reached the up position, the Cadet will bend their elbows to lower the body back to the ground. The chest, hips and thighs should touch down at the same time. The head or face do not have to contact the ground.

Movement 3 The hand release — without moving the head, body or legs, the Cadet fully extends both arms into the T position until the arms are generally straight out to the side. The arms and hands may touch or slide along the ground during this movement.

Movement 4 The Cadet immediately moves his or her hands back on the ground to return to the starting position to complete the repetition.

D. PLANK (PLK)

Starting position On the command “GET READY” hands must be on the ground, either in fists with pinky side of the hand touching the ground or lying flat with palms down, no more than the grader’s fist-width apart; elbows will be bent, aligned with the shoulders, forearms flat on the ground forming a triangle; hips should be bent with one or both knees resting on the ground.

Execution On the command “GET SET,” the Cadet lifts both knees off the ground and moves the hips into a straight line with the legs, shoulders, head and eyes focused on the ground, similar to the “Front Leaning Rest.” The Cadet’s feet may be up to the grader’s boot-width apart. Elbows are aligned with the shoulders, together with the forearms forming a triangle. Ankles are flexed with the bottom of the toes on the ground. The Cadet maintains his or her body in straight alignment from the head to the ankles.

ANNEX B: Physical Fitness (SY23-24)

The fingers on the left hand may not be interlocked, interlaced, or touching with the fingers on the right hand, hands no more than a boot width apart. On the command “GO,” the Cadet moves into the proper “plank” position.

To maintain proper plank position, the head, shoulders, back, hips, and legs must remain in a straight-line position from head to heels throughout the event. Feet, forearms, and fists/palms must remain in contact with the floor throughout the event.

As long as the hands remain in contact with the ground, Cadets may change hand position from the fist-pinky side down to palms down during the plank.

During this event, you will maintain a plank for as long as possible, in the proper position:

- Position hands no more than one fist-width apart
- Position feet no more than one boot-width apart
- Position elbows under the shoulders
- Push up the body as one unit and hold the body in a straight line from head to ankles

Maintain a proper plank position for as long as possible.

NOTE: Time Limit—Scores in ratio of total elapsed time spent successfully executing the test.

E. Curl-Ups.

1. Equipment: Mats such as those used for tumbling or wrestling used on a soft surface if weather permits.

2. Position: Lie on back with knees flexed and feet flat on the mat (surface) about 12 inches from the buttocks. A partner or/and official counter will hold the cadet’s feet in place. Arms are crossed with hands placed on opposite shoulders and elbows held close to chest. Keeping this arm position is a must, cadet raises his/her trunk curling up and **touching the elbows to the thighs** and then lowers themselves back to the mat (surface) so that the shoulder blades touch the mat (surface); this is for one curl-up.

NOTE: Time Limit--One (1) minute.

IMPORTANT:

- Arms are crossed with hands placed on opposite shoulders at all times
- **Elbows are held close to the chest at all times.**
- Knees and feet cannot be spread further than shoulder width apart.
- Bouncing (lifting) buttocks off the mat (surface) is not permitted.
- Competitors may **rest in either the up or down position** as long as they maintain the correct body position.

ANNEX B: Physical Fitness (SY23-24)

F. 1 Mile Relay Run.

1. Equipment: Stopwatch and running area with a designated start and finish line.
2. Position: Cadet's stand behind the start line.
 - 3. Execution: On the signal, "Ready, Go", each team member will run one quarter mile passing the baton to each subsequent person on the team until the four laps have been completed. Runners do not need to stop to hand over the baton. Make sure if the mile run is on the pavement or sidewalk no vehicular traffic hinders the run. One or more teams can run at the same time.

IMPORTANT:

- The object is to cover the distance in the shortest possible time.
- Record the time in minutes and seconds.
- 1 Mile is approximately 4 laps (1600M)(1/4 Mile) around a regulation track. Ensure the course is measured in yards and all competitors run the same routes. Do not deviate in the middle of the meet.

G. 25-Meter Sprint

Starting position on the command "get set," one cadet the prone position with the top of the head behind the start line. The grader is positioned to see both the start line and the 25m line. The grader can position a cadet/battle buddy on the 25m line to ensure compliance with test event standards.

Sprint on the command "go," cadet #1 stands and sprints 25m; cross the 25M mark, tags cadet#2, runs back, cross the start line tags cadet#3 runs back to the 25M line touches cadet#4 and runs back to start line/finish line. If any of the cadets fails to touch his/her teammate prior to crossing the 25m line, the grader watching the 25m turn line will call them back.

The time stops when the last cadet crosses the start line after the final sprint (25 meters).

ANNEX B: Physical Fitness (SY23-24)

APPENDIX A: Tabulation Sheet for Announcing Awards for Physical Fitness of Competition Skills Meet SOP

FEMALE

FLEXHANG CURL-UPS MILE RELAY HRT PLANK SPRINT

3D PLACE _____

2D PLACE _____

1ST PLACE _____

INDIVIDUAL HIGH FEMALE

_____ (Name)

_____ (School)

TEAM OVERALL

3D PLACE _____

2D PLACE _____

1ST PLACE

ANNEX B: Physical Fitness (SY23-24)

MALE

PULL UPS/ CRUL - UPS MILE RELAY HRT PLANK SPRINT

3D PLACE _____

2D PLACE _____

1ST PLACE _____

INDIVIDUAL HIGH MALE _____
(Name) (School)

TEAM OVERALL

3D PLACE _____

2D PLACE _____

1ST PLACE

TIE BREAKERS FOR OVERALL:

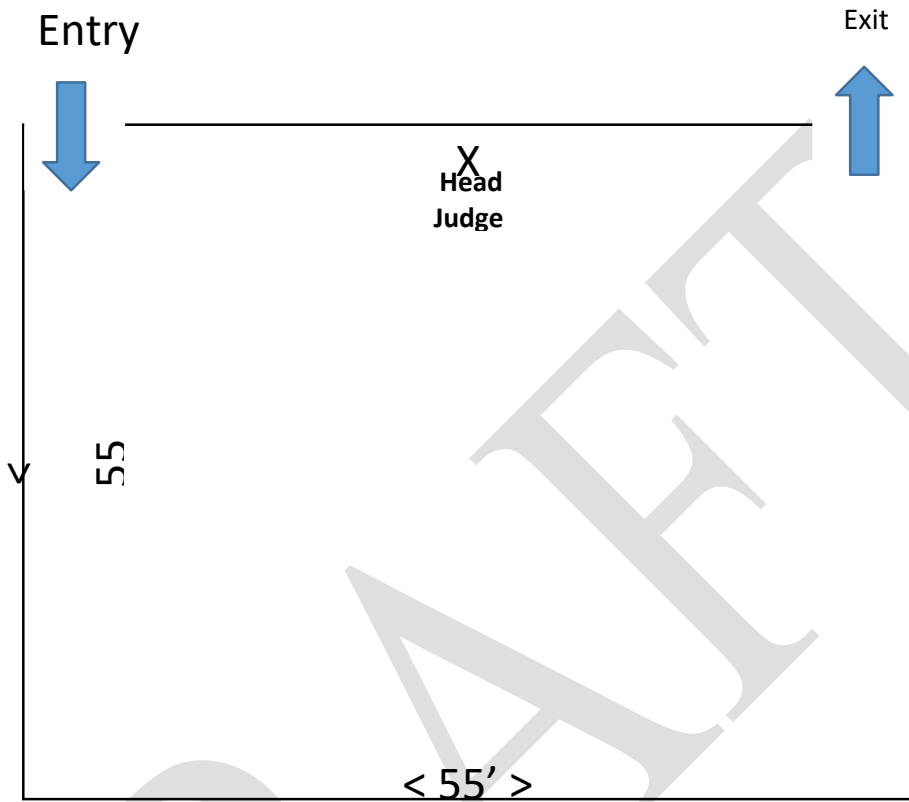
1. HIGHEST SCORE ON PULL UPS/FLEX ARM HANG.
2. HIGHEST SCORE ON CURL- UPS.
3. HIGHEST SCORE ON MILE RELAY RUN.

ANNEX E: COLOR GUARD 23-24

1. The Color Guard Competition consists of two phases conducted in the following order:
 - a. Academic Test
 - b. Regulation Drill Phase.
2. Color Guards Teams will be RED and BLUE categories. No difference in skill levels in these two categories, schools can enter two color guard teams in each color category. Team may be all male / female / mixed. The team is composed of four (4) members. Members can come from other teams: PT, Archery, Drill, etc....but not from another Color Guard Team.
3. Color Guard teams shall be armed with rifles that meet the same standards as required by the Armed Drill teams. All Color Guard members are required to wear pistol belts; Color Guard bearers are required to wear flag carrying harnesses. The Color Guard team has the option of carrying the Service Flag (Army, Air Force, Marine, and Navy), Unit Flag (Battalion) or the Texas Flag with the US Flag. Uniform is as prescribed in the uniform regulation of this SOP.
4. Academic Phase: Before or after the Regulation phase, the Team will take an Academic test. Questions will be from the STX JROTC Conference Study Guide and some current event questions.
5. Drill: **The Colors are required to be cased prior to this phase of competition.[The location for reporting in for color guard teams for regulation drill WILL BE MARKED and pointed out to the team commander by the head judge prior to the team competing.]** The CG commander may start the required drill sequence after halting their CG team (**6 paces in front of and centered on the Head Judge**). **After uncasing the colors**, he/she (CG CDR) states: “Sir Color Guard team from _____ High School reports in for the drill [**sequence**].” After being instructed to proceed, the CG Commander will command their CG team to “Carry Colors” and proceed with the CG command sequence. A five-count (2.5 seconds) is required between commands of execution and the next verbal command (only for stationary commands); a 5-point deduction will be assessed for each violation. The regulation drill area is 55’ x 55’.

Note: Some Commanders may want to state who they are, what branch of service their program is, and what reference that they perform by; this is not to be viewed as the CG Commander not following the sequence. ????????

Color Guard Layout for Regulation Drill



COLOR GUARD INSPECTION

SCHOOL: _____ COMMANDER _____

JUDGE: _____

PART I: COMMANDER

POSS PTS

1. REPORTING IN/OUT FOR INSPECTION

- a. COMMAND VOICE 10 _____
- b. BEARING & POISE 10 _____
- c. PROCEDURE 20 _____ (SALUTE/COMMANDS)

2. CONTROL OF TEAM

- a. UNIFORMITY 10 _____
- b. INTERVAL 10 _____
- c. DRESS/ALIGNMENT 10 _____

TOTAL POSSIBLE: 70 POINTS

TOTAL CDR'S SCORE: _____

PART II: TEAM INSPECTION

LEFT GUARD	U.S. FLAG (CDR)	* TX FLAG, Service Flag or BN Flag	RIGHT GUARD

* This SOP, Annex C requires a U.S. Flag and TX Flag, Service Flag, BN Flag carriers along with the two riflemen guards.

DISCREPANCY KEY:

- BRASS: B BEARING: BNG HEAD GEAR: HG SHAVE: S
- HAIR: H UNIFORM: U KNOWLEDGE: K FLAG: F
- FOOTGEAR: FG RIFLE: R OTHER EQUIPMENT: E

(NOTE: EACH DISCREPANCY IS A MINUS "1" POINT) TOTAL

DISCREPANCIES

TOTAL SCORE (TOTAL POSSIBLE 100)

_____ (100 – TOTAL DISCREPANCIES)

UNCASE GRADING RUBRIC (Item 1 in score card)

Command

Action

Points

Awarded

“Sling Arms”

Guards cradle rifle in right arm –
adjust sling – return to sling arms.

0 - 10

“Post”

The Color guards face to
the Half Left (Right) in
marching, take four steps,
halt, and execute About Face.

0 - 10

“Uncase the Colors”

The Color bearers lower the
Colors (same as Present
Guidon). The two guards move
forward and untie and uncase
the Colors. The Color bearers
unfurl and immediately return
the Colors
to the Carry (Order) Position.

0 - 35

While the Colors are being unfurled,
the guards fold the cases
and secure them in their left hand.

“Present Arms”

The Colors (except the
American Flag) and guards
execute Present arms.

0 - 5

“Order Arms”

The Colors (except the American
Flag) and guards execute
order arms.

0 - 5

“Post”

The Color guards place the folded
canvas cases inside the cartridge
belts (center rear) of the Color
bearers. The Color guards
assume their original positions,
adjust their
slings, and return to Right Shoulder
Arms.

0 - 35

TOTAL POINTS AWARDED

Color Guard Sequence and Score Card (Field Judges)



School Name:
Team Name:

Field Judge - #2 / #3

A 5-Second pause must be maintained after executing **BOLD UPPERCHASE COMMANDS**

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

(1) Report In – movements needed to Enter the drill floor, center the colors on The head judge and verbally report in.

(2) Report Out – movements needed to Enter the drill floor, center the colors on The head judge, verbally report out, then Leave the floor.

(3) Uncase Colors – all of the movements Required to correctly uncase the colors.

PENALTY TOTAL = _____

Judge Total Points

Appendix A: Tabulation Sheet for Announcing Awards for Color Guard

COLOR GUARD RESULTS/RED or BLUE

REGULATION

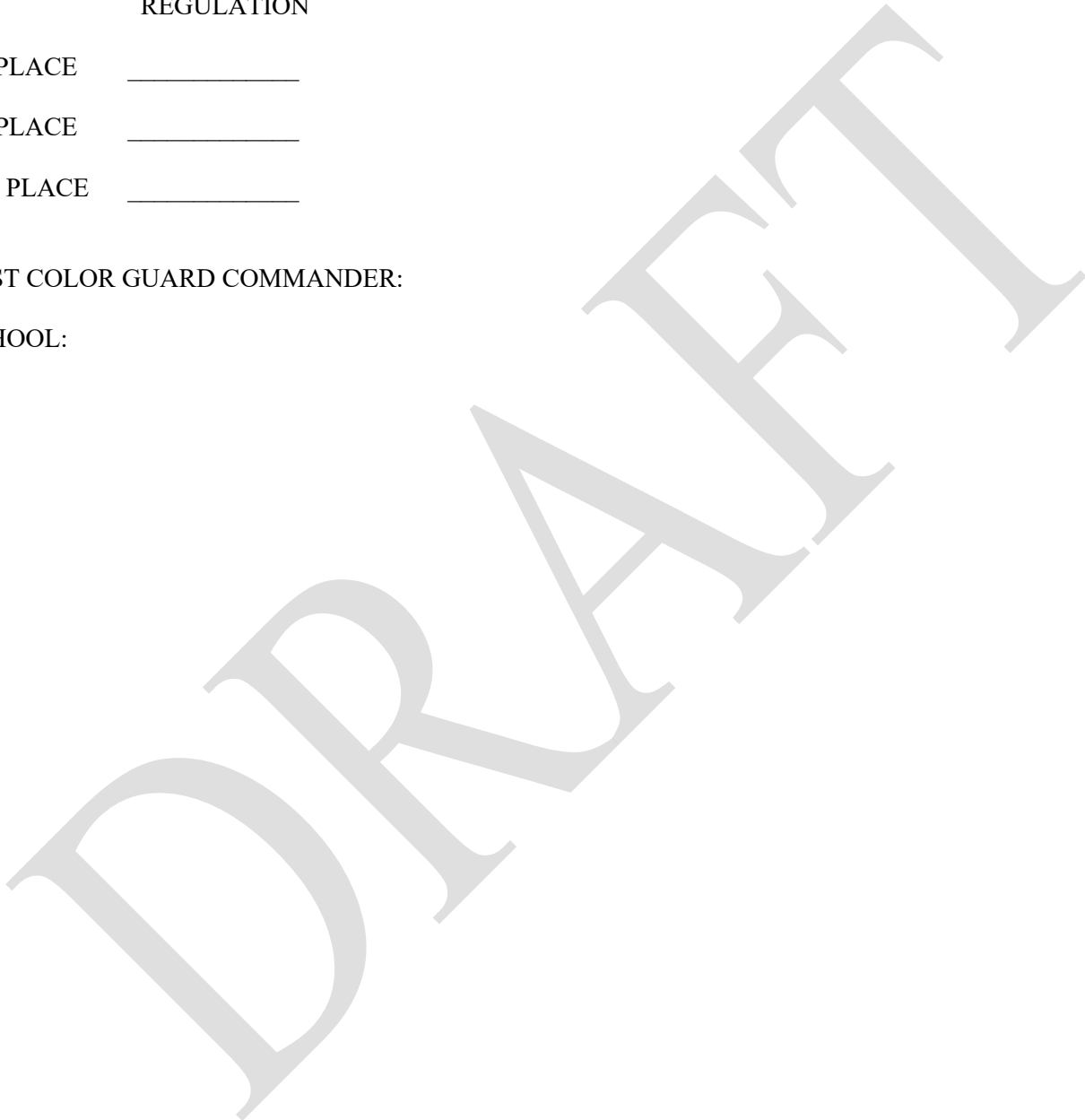
3D PLACE _____

2D PLACE _____

1ST PLACE _____

BEST COLOR GUARD COMMANDER:

SCHOOL:



A. GENERAL INFORMATION:

1. Drill teams will consist of two separate categories: Armed and Unarmed. **Cadets cannot be members of both the armed and unarmed drill team.** Armed teams are required to use demilitarized rifles. For a rifle to qualify as demilitarized it must fit a series of standards:
 - a) Be rendered un-fire-able by one of several methods including but not limited to; – lead in the barrel;- removing the firing pin; or any other means leaving the rifle unable to mechanically fire.
 - b) If a trigger is present, the rifle must have a trigger guard
 - c) The rifle must have an adjustable sling,
 - d) The rifle must have a minimum weight of 8 pounds. **[for all three phases]**.
2. Teams must contain the following prescribed numbers of competing cadets (from their roster of **13 max cadets per team**).
 - Inspection: minimum of 9 cadets plus a commander
 - Regulation: minimum of 9 cadets plus a commander
 - Exhibition: minimum of 8 cadets plus a commander
3. The commander is the only team member to salute for both the armed and unarmed teams when reporting in and out of regulation drill.
4. All Inspection questions for both armed and unarmed drill teams must come from Enclosure 1 (STX JROTC Conference Study Guide). For the purpose of uniformity, **each cadet will be asked 4 questions** from Annex F. Questions are to be asked as they appear in the Study Guide. Combining questions is not allowed.

The location for reporting in **for both** the armed and unarmed drill teams for regulation drill **WILL BE MARKED** and pointed out to the team commander by the head judge prior to the team competing.[The Commander will report, “Sir/Ma’am/Rank the Armed or Unarmed Drill team from _____ High School is prepared for inspection or drill in accordance with: TC 3-21.5 (Note: if the Commander has any questions about where or how to report, the Head Judge will explain the requirement prior to the team entering the inspection and regulation drill area).] The drill areas may be used by teams to establish dress and alignment prior to the team commander reporting in for competition. Grading for **both** the armed and unarmed teams regulation phases start when the team commander reports in and stops upon reporting out. [“Sir/Ma-am/Rank this completes the inspection/drill phase, and requests permission to exit the inspection/drill area”].

Boundary violations will be 10-point penalties for each separate occurrence. A team will only be **penalized once for each occurrence of a boundary violation**, no matter how many members go out of bounds. A **five count** is required between commands of execution during the regulation drill phase for **Armed and Unarmed** Teams. Failure to keep a five count between commands of execution will result in a two-point deduction for each infraction. **Cadence calling is not allowed in the regulation drill phase of competition.** In the event the regulation drill phases are conducted inside, due to inclement weather, the commander will be briefed on boundary requirements (i.e.; boundaries may no longer apply).

B. TEAM INSPECTION:

(9 cadets + Commander or 12 cadets + Commander, Armed and Unarmed)

1. Inspection area will either be indoors or outdoors (determination will be made by the host unit based on available space and weather conditions. If indoors, the area must be large enough to accommodate, at a minimum, a block of 12 cadets plus the commander with enough space to accomplish “open ranks”).
2. The uniform will be the Class A or B, JROTC Cadet Army Service Uniform with authorized cadet head gear and appropriate Leadership Education and Training (LET) level rank insignia, name tag, and ribbons. The Army Combat Uniform (ACU) is not allowed. The Grey, JROTC Beret with USACC Flash is the only authorized headgear.
3. Inspection will consist of a head-to-toe uniform inspection, proper grooming, and appearance and 4 appropriate questions from the STX study guide. Questions are to be asked as they appear in the Study Guide. Armed Drill Team members will be inspected with their assigned demilitarized drill rifle. NOTE: each judge/inspector will utilize an objective check sheet including uniform deficiencies, knowledge questions and will produce a quantifiable score sheet of the results. The Platoon will be configured into four squads for the inspection phase. **Commander will march the platoon into the inspection area when commanded by the head judge and report in. At that time the head judge will instruct the commander to prepare his platoon for inspection.** Once inside the inspection area, the Cadet Commander halts the platoon and faces the unit centered. At this point, the Cadet Commander will command, “Open Ranks, March”, “Dress Right, Dress” “Ready Front”, execute an About Face, salute, and then verbally Report In to the Head Judge with the unit at attention. **NOTE: Cadet Commander, at his/her discretion can inspect the platoon for alignment or may skip that step without penalty.** Done correctly, the Commander should be a minimum of two paces away from the Head Judge during the verbal report in/out.
4. Commander must give verbal commands using the correct sequence, as indicated on the score sheet, of commands in the appropriate command voice (distinctiveness, inflection, and cadence). All commands must be clear, concise commands that contain no grunts or squeaks. All commands will have a clear preparatory command and a distinct command of execution. The judge’s decision is final. Emphasis will be placed on appropriate uniform wear, fit, and maintenance, individual grooming, and response to knowledge of questions asked.

Armed Drill Inspection Teams with **functional bolt action will be required to manually execute the inspection phase of the manuals of arms. Teams with inoperable actions must simulate the inspection phase of the manual of arms.**

5. Armed Drill Team Commanders that are outfitted and wearing a saber or sword will be judged IAW Manual of Arms from Appendix F, TC 3-21.5 ALL armed cadets when fronted by a judge should move to inspection arms and expect the rifle to be taken and evaluated. **Cadets should take the rifle back from the judge when they offer it REGARDLESS of how the judge presents the rifle to the cadet.**
6. A minimum of 3 judges are required for inspection – the head judge and two field judges. If the team is composed of 9 cadets plus the commander, the platoon will be configured in three squads

of three cadets per squad. If the team is composed of 12 cadets plus the commander, the platoon will be configured in four squads of three cadets per squad.

7. After Report-In, the Head Judge will inspect the commander briefly (armed commander remains at Sling Arms). The Head Judge will tell the commander, "**PRECEDE ME through the Inspection**". Cadet Commander will follow these instructions and LEAD the Head Judge through the first rank. The remaining two judges step off and begin their Inspection of the other squads. As each inspector halts in front of a cadet, armed cadets should execute Inspection Arms. The inspector WILL LIKELY take your rifle. ALL cadets in ranks should provide a very brief greeting to the Inspection judges when they halt in front of them (BEFORE they move to "Inspection, Arms" in the Armed Division). An example would be, "**Good morning Staff Sergeant, Cadet Phillips ready for your inspection**" or similar.
8. When the Head Judge inspects cadet #3 of the 1st squad, the cadet commander is "in space" to the judges right. The judge then moves to the rear of the 1st squad and at that point the cadet FOLLOWS the head judge. When the judge reaches the end of the rank, both the judge and the cadet commander move directly to their original positions at the front of the formation. The cadet commander then FACES THE UNIT to ensure ALL judges have completed their inspection before continuing.
9. When all judges have returned to their original positions, the Cadet Commander will FIRST execute "Close Ranks, March". The Cadet Commander will then About Face and execute the required verbal report out. After completion of this, the Cadet Commander will execute About Face, then will command for the unit to leave the competition floor / area.

C. REGULATION DRILL:

(9 cadets + Commander or 12 cadets + Commander, Armed and Unarmed)

1. Performance area is 90' x 70' in Regulation Drill
2. The USACC approved Class A or B, JROTC Cadet Army Service Uniform (ASU) with each cadet wearing their appropriate rank insignia and authorized ribbons. Headgear must be the Grey, JROTC Beret with USACC Flash
3. Performance sequence will be conducted and evaluated utilizing the sequence found on the attached score sheets and will be followed IAW Chapter 7, TC 3-21.5, Platoon Drill.
4. The Commander must give verbal commands using the correct sequence of commands in the appropriate command voice, distinctiveness, inflection, and cadence. All verbal commands must be clear, concise commands that contain no grunts or squeaks. All commands will have a clear preparatory command and a distinct command of execution. The judge's decision is final.

5. All of the Regulation Drill movements must be done, in the order they are listed, using the commands listed on the score sheet in strict accordance with TC 3-21.5. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. However, each Cadet Commander may keep a copy of the score sheet in their pocket or under their cover in case the drill is forgotten and the team becomes hopelessly disoriented. Should this occur, the Cadet Commander should halt the unit, pull out the score sheet and utilize it to finish the drill. However in doing this, the team will receive a zero from each judge for all individual graded commands performed after the score sheet has been utilized and will also certainly produce a diminished score in the "Overall Evaluation" score sheet segment.
6. Armed Regulation Drill teams with **functional bolt action will be required to manually execute the inspection phase of the manuals of arms. Teams with inoperable actions must simulate the inspection phase of the manual of arms.** Armed Drill Teams must carry a standard demilitarized M1903, or approved replica rifle of the US Army Cadet Command. Must weight 8 lbs minimum
7. Armed Drill Team Commanders outfitted and wearing a saber or sword will be judged IAW Manual of Arms from Appendix F, TC 3-21.5.
8. The regulation drill sequence in both the Armed & Unarmed Division can only be correctly executed with a formation of THREE squads of THREE or FOUR cadets each. The "Column of Threes" command is executed exactly as specified in the TC for "Column of Fours" with omission of the 4th squad.
9. Given that much of the skill of marching is doing this within cadence, it should be noted that teams are not allowed to sing, call cadence or otherwise generate any sounds for the purpose of maintaining proper cadence. These sounds are used for training purposes and/or for exhibition drill only and have no place during non-exhibition events. Any team found doing so within the Regulation event will receive the maximum cadence penalty allowed.

D. EXHIBITION DRILL:

(8 cadets + Commander or 12 cadets + Commander, Armed and Unarmed)

1. Performance area is 90' x 70,' in Exhibition
2. A military style optional wear uniform is allowed for the Exhibition Drill Team competition and must include identical head gear.
3. No cadet(s) will be raised or lifted off the competition floor during their performance.
4. The performance routine must be a minimum of six (6) minutes and a maximum of nine (9) minutes from the time the first cadet steps onto the drill pad until the last cadet steps off the drill pad.
5. Armed Drill Teams must carry a standard demilitarized M1903, or approved replica weapon of the US Army Cadet Command. Weight must be a minimum of 8lbs, with an adjustable sling.

6. Judging will be based upon difficulty of performance, each individual performance in the platoon, speed of the routine, synchronization, choreography, creativity, movement, straight lines, and utilization of the complete drill area.
7. A “dropped” rifle will result in a 25-point deduction for each occurrence from the total score. The definition of “dropped rifle” is when a drill rifle unintentionally leaves the control of a cadet and strikes the drill surface. Judges will reduce scores for “bobbles” and poor rifle control.
8. The Exhibition Platoon will be configured with a minimum of 8 cadets + a Commander.

E. UNIFORM REGULATIONS:

1. Cadets will be required to maintain either an approved class A or class B uniform (as called for within appropriate service regulation) during Inspection and Regulation) competition of any JROTC Conference sponsored event. Army Units will only wear Berets for the Inspection and Regulation Phase. During Platoon Exhibition competition, units may remove name tags and ribbons to protect their uniform from tearing.
2. Only during Team Exhibition may any unit vary from the class A or B uniform policy outside the exceptions set forth previously. Exhibition competition will allow teams to wear any clothing or accessories they choose, so long as the uniform is within good military taste. However, elaborate uniform changing may cause scheduling issues **(no more than 30M)** for your unit – plan accordingly.
3. Cadets failing to meet the required dress regulations will receive subjective point deductions from their score sheet. IN EVERY EVENT they are deemed OUT OF PROPER UNIFORM. Please ensure your school is in compliance with all uniform regulations as specified by each of the Uniform Services.

F. TIE BREAKING:

EVENT TIE BREAKER: (1) The highest raw score recorded by the Head Judge; (2) the highest raw score recorded by judge #2; (3) the tying team with the highest number of correct answers to the questions that were asked during the platoon inspection phase, and (4) the tying team with the fewest number of uniform deficiencies recorded during the platoon inspection phase

Team Inspection ARMED Drill Score Sheet (Head Judge)



School Name:

Team Name:

CC Initials

Grand Total

Head Judge - #1	Max Points	Poor *	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
1. CORRECT INSP PROCEDURES Correct formation, open ranks, salutes, verbal, etc.	10	1 - 2	3 - 8	9 - 10	
2. ENTRY/EXIT OVERALL QUALITY Dress/Cover, Distance, Interval, Centering, Marching	10	1 - 2	3 - 8	9 - 10	
3. TEAM UNITY, SNAP & POP "Locked On" or just going through the motions	10	1 - 2	3 - 8	9 - 10	
4. OVERALL COMMANDER SCORE Verbal projection, presence, bearing, movements	10	1 - 2	3 - 8	9 - 10	
INDIVIDUAL INSPECTIONS					
5. PERSONAL HYGIENE Hair, breath, nails, shave, facial hair, overall groom	30	1 - 6	7 - 24	25 - 30	
6. UNIFORM PREP & APPEARANCE Uniform prepared as per reg., attention to detail	30	1 - 6	7 - 24	25 - 30	
7. POSITION OF ATTENTION, BEARING Correct position of attention, bearing displayed always	30	1 - 6	7 - 24	25 - 30	
8. CONFIDENCE & INTENSITY Solid, self-assured, demeanor with laser focus / sharp	30	1 - 6	7 - 24	25 - 30	
9. HANDLING OF WEAPON Weapon maneuvers as per reg., smooth/well rehearsed	30	1 - 6	7 - 24	25 - 30	
10. OVERALL UNIT IMPRESSION Taken in total, how impressive was entire unit	30	1 - 6	7 - 24	25 - 30	
11. OVERALL KNOWLEDGE Correctness and depth of all responses	30	1 - 6	7 - 24	25 - 30	
Total Exhibition Drill Points 250					

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

UNIFORM VIOLATIONS:

MINOR (-20) or MAJOR (-50) VIOLATIONS = _____

Uniform violation (Check and circle the specific violation)

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

Penalty – 25 points per missing cadet:

(9 cadets + C/CDR MIN. REQUIRED)
NO MAX LIMIT

**Unit Missing
One Cadet
- 25**

**Unit Missing
Two Cadets
- 50**

Cadet Commander's Initials

Judges Name: _____

Judge's Notes:

Team Inspection ARMED Drill Score Sheet (Field Judges)



School Name: _____

Team Name: _____

CC Initials

Grand Total

Field Judges – 1, 2, 3	Max Points	Poor *	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
1. CORRECT INSP PROCEDURES Correct formation, open ranks, salutes, verbal, etc.	10	1 - 2	3 - 8	9 - 10	
2. ENTRY/EXIT OVERALL QUALITY Dress/Cover, Distance, Interval, Centering, Marching	10	1 - 2	3 - 8	9 - 10	
3. TEAM UNITY, SNAP & POP "Locked On" or just going through the motions	10	1 - 2	3 - 8	9 - 10	
4. OVERALL COMMANDER SCORE Verbal projection, presence, bearing, movements	10	1 - 2	3 - 8	9 - 10	
INDIVIDUAL INSPECTIONS					
5. PERSONAL HYGIENE Hair, breath, nails, shave, facial hair, overall groom	30	1 - 6	7 - 24	25 - 30	
6. UNIFORM PREP & APPEARANCE Uniform prepared as per reg., attention to detail	30	1 - 6	7 - 24	25 - 30	
7. POSITION OF ATTENTION, BEARING Correct position of attention, bearing displayed always	30	1 - 6	7 - 24	25 - 30	
8. CONFIDENCE & INTENSITY Solid, self-assured, demeanor with laser focus / sharp	30	1 - 6	7 - 24	25 - 30	
9. HANDLING OF WEAPON Weapon maneuvers as per reg., smooth/well rehearsed	30	1 - 6	7 - 24	25 - 30	
10. OVERALL UNIT IMPRESSION Taken in total, how impressive was entire unit	30	1 - 6	7 - 24	25 - 30	
11. OVERALL KNOWLEDGE Correctness and depth of all responses	30	1 - 6	7 - 24	25 - 30	
Total Exhibition Drill Points	250				

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

Judges Name: _____

Judge's Notes:

Team Inspection UNARMED Drill Score Sheet (Head Judge)



School Name:

Team Name:

CC Initials

Grand Total

Head Judge - #1	Max Points	Poor *	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
1. CORRECT INSP PROCEDURES Correct formation, open ranks, salutes, verbal, etc.	10	1 - 2	3 - 8	9 - 10	
2. ENTRY/EXIT OVERALL QUALITY Dress/Cover, Distance, Interval, Centering, Marching	10	1 - 2	3 - 8	9 - 10	
3. TEAM UNITY, SNAP & POP "Locked On" or just going through the motions	10	1 - 2	3 - 8	9 - 10	
4. OVERALL COMMANDER SCORE Verbal projection, presence, bearing, movements	10	1 - 2	3 - 8	9 - 10	
INDIVIDUAL INSPECTIONS					
5. PERSONAL HYGIENE Hair, breath, nails, shave, facial hair, overall groom	35	1 - 7	8 - 28	29 - 35	
6. UNIFORM PREP & APPEARANCE Uniform prepared as per reg., attention to detail	35	1 - 7	8 - 28	29 - 35	
7. POSITION OF ATTENTION, BEARING Correct position of attention, bearing displayed always	35	1 - 7	8 - 28	29 - 35	
8. CONFIDENCE & INTENSITY Solid, self-assured, demeanor with laser focus / sharp	35	1 - 7	8 - 28	29 - 35	
9. OVERALL UNIT IMPRESSION Taken in total, how impressive was entire unit	35	1 - 7	8 - 28	29 - 35	
10. OVERALL KNOWLEDGE Correctness and depth of all responses	35	1 - 7	8 - 28	29 - 35	
Total Exhibition Drill Points 250					

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

UNIFORM VIOLATIONS:

MINOR (-20) or MAJOR (-50) VIOLATIONS = _____

Uniform violation (Check and circle the specific violation)

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

Penalty – 25 points per missing cadet:

(9 cadets + C/CDR MIN. REQUIRED)
NO MAX LIMIT

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

Cadet Commander's Initials

Judges Name: _____

Judge's Notes:

Team Inspection UNARMED Drill Score Sheet (Field Judges)



School Name: _____

Team Name: _____

CC Initials

Grand Total

Field Judges – 1, 2, 3	Max Points	Poor *	Average	Exceptional	Notes
UNIT & COMMANDER OVERALL					
1. CORRECT INSP PROCEDURES Correct formation, open ranks, salutes, verbal, etc.	10	1 - 2	3 - 8	9 - 10	
2. ENTRY/EXIT OVERALL QUALITY Dress/Cover, Distance, Interval, Centering, Marching	10	1 - 2	3 - 8	9 - 10	
3. TEAM UNITY, SNAP & POP "Locked On" or just going through the motions	10	1 - 2	3 - 8	9 - 10	
4. OVERALL COMMANDER SCORE Verbal projection, presence, bearing, movements	10	1 - 2	3 - 8	9 - 10	
INDIVIDUAL INSPECTIONS					
5. PERSONAL HYGIENE Hair, breath, nails, shave, facial hair, overall groom	35	1 - 7	8 - 28	29 - 35	
6. UNIFORM PREP & APPEARANCE Uniform prepared as per reg., attention to detail	35	1 - 7	8 - 28	29 - 35	
7. POSITION OF ATTENTION, BEARING Correct position of attention, bearing displayed always	35	1 - 7	8 - 28	29 - 35	
8. CONFIDENCE & INTENSITY Solid, self-assured, demeanor with laser focus / sharp	35	1 - 7	8 - 28	29 - 35	
9. OVERALL UNIT IMPRESSION Taken in total, how impressive was entire unit	35	1 - 7	8 - 28	29 - 35	
10. OVERALL KNOWLEDGE Correctness and depth of all responses	35	1 - 7	8 - 28	29 - 35	
Total Exhibition Drill Points	250				

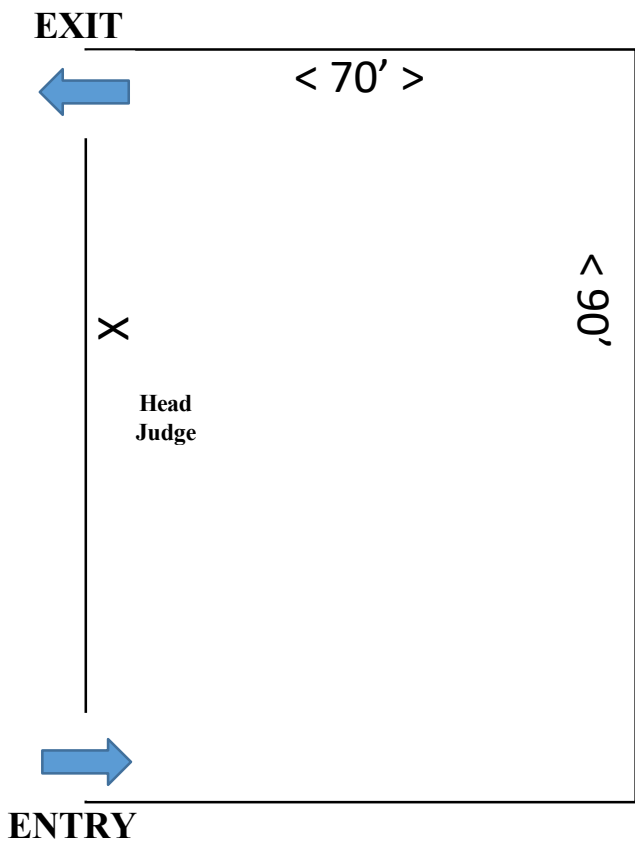
* Any score in the POOR category above MUST have details written in Notes

Judges Name: _____

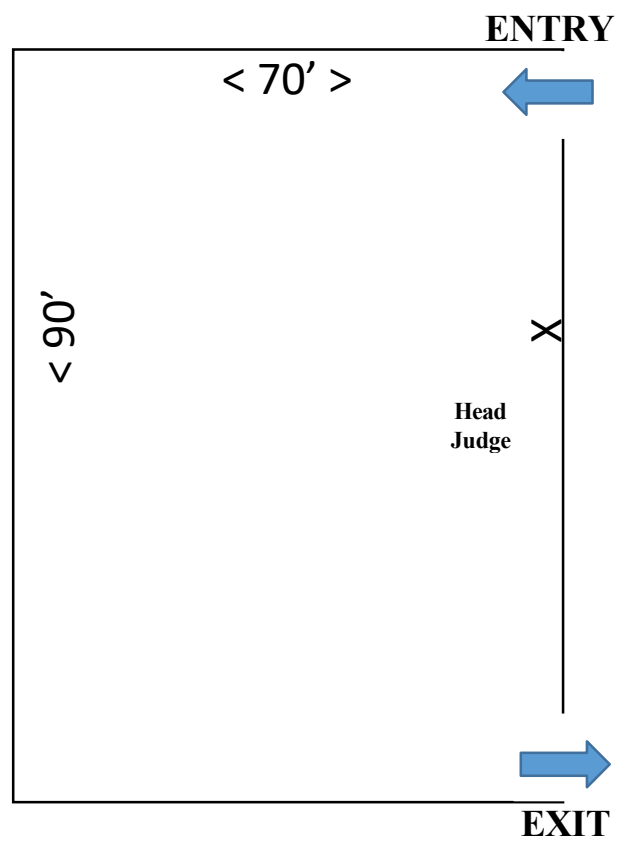
Judge's Notes:

The following diagrams are for Armed / Unarmed REGULATION drill areas.

**Armed
Regulation**



**Unarmed
Regulation**



Specify Issue: _____

Total Penalty

Judges Name: _____ Notes:

Armed Regulation Drill Sequence and Score Sheet (Field Judges)



School Name: _____
 Team Name: _____

Field Judge - #2 / #3

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

Total Points = 400	1	2	3	4	5	6	7
TEAM ENTERS AND REPORTS IN *	(SCORED BELOW)						
1. Inspection Arms							
2. Port Arms							
3. Order Arms							
4. Dress Right Dress							
5. Ready Front							
6. PARADE REST							
7. Platoon, Attention							
8. 15-Count Manual Arms **	4	8	12	16	20	24	28
9. Count Off							
10. Close Interval March							
11. Normal Interval March							
12. Open Ranks March							
13. Close Ranks March							
14. Left Step March							
15. PLATOON HALT							
16. Left Face							
17. Right Step March							
17a. Platoon Halt							
18. About Face							
19. Right Shoulder Arms							
19a. Forward March							
20. Column Right March							
21. Column Right March							
22. Column Right March							
23. Left Flank March							
24. Right Flank March							
24a PLATOON HALT							

	1	2	3	4	5	6	7
25. Column Left March							
26. Rear March							
27. Rear March							
27a. Platoon Halt							
28. Port Arms							
29. File From the Right							
29a. Platoon Halt							
30. Column of threes to the Left							
31. Column Left March							
32. Double Time March							
33. Quick Time March							
34. Column Left March							
35. Right Shoulder Arms							
35a. PLATOON HALT							
36. Column Left March							
37. Column ½ Left March							
38. Column ½ Left March							
39. Rear March							
40. Rear March / Platoon Halt							
41. Forward March / Eyes Right							
42. Ready Front							
43. Column Left March							
44. Left Shoulder Arms							
45 Column Left March							
46. Change Step March							
47. Left Flank March							
47a. Platoon Halt							

** Consists of: Order Arms, right shoulder, left shoulder, present, order arms (TC 3-21.5 pg. 4-10) - All Navy, USMC, teams execute ** 14 count Manual Arms
 NOTE: * Report in/Out will be all movements needed to front the unit to the Head Judge and then enter/exit the floor.

JUDGE SCORES ALL FOUR ITEMS BELOW	
Report IN score.... (0 – 10) _____	Technical Impression (0 – 15) _____ <small>(adherence to service / meet regulations)</small>
Report OUT score (0 – 10) _____	Precision Impression. (0 – 15) _____ <small>(overall precision displayed by unit)</small>

Judges Name: _____

Judges Notes:

JUDGE PAGE TOTAL

Unarmed Regulation Drill Sequence and Score Sheet (Field Judges)



School Name: _____
 Team Name: _____

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

Field Judge - #2 / #3

Total Points = 400	1	2	3	4	5	6	7
TEAM ENTERS AND REPORTS IN *	(SCORED BELOW)						
1. Dress Right Dress							
2. Ready Front							
3. PARADE REST							
4. Platoon Attention							
5. PRESENT ARMS							
6. Order Arms							
7. COUNT OFF							
8. Close Interval March							
9. Normal Interval March							
10. Right Face							
11. Left Face							
12. Open Ranks March							
13. Close Ranks March							
14. Left Step March							
15. PLATOON HALT							
16. Left Face							
17. Right Step March							
17a. Platoon Halt							
18. Four Steps Forward March							
19. About Face							
19a. Forward March							
20. Column Right March							
21. Column Right March							
22. Column Right March							
23. Left Flank March							
24. Right Flank March							
24a PLATOON HALT							
25. Backward March / Platoon Halt							
26. Column Left March							

	1	2	3	4	5	6	7
27. Rear March							
28. Rear March							
28a. Platoon halt							
29. File From the Right March							
29a. Platoon Halt							
30. Column of Threes t/t Left March							
31. Column Left March							
32. Double Time March							
33. Quick Time March							
34. Column Left March							
35. Change Step March							
35a. PLATOON HALT							
36. Column Left March							
37. Column ½ Left March							
38. Column ½ Left March							
39. Rear March							
40. Rear March / Platoon Halt							
41. Forward March / Eyes Right							
42. Ready Front							
43. Column Left March							
44. Column Left March							
45. PLATOON HALT							
45a. Forward March							
46 Rear March							
47. Rear March							
48. Half Step March							
48a. Forward March							
49. Left Flank March							
50. Change Step March							
50a. Platoon Halt							
TEAM REPORTS OUT & EXITS *	(SCORED BELOW)						

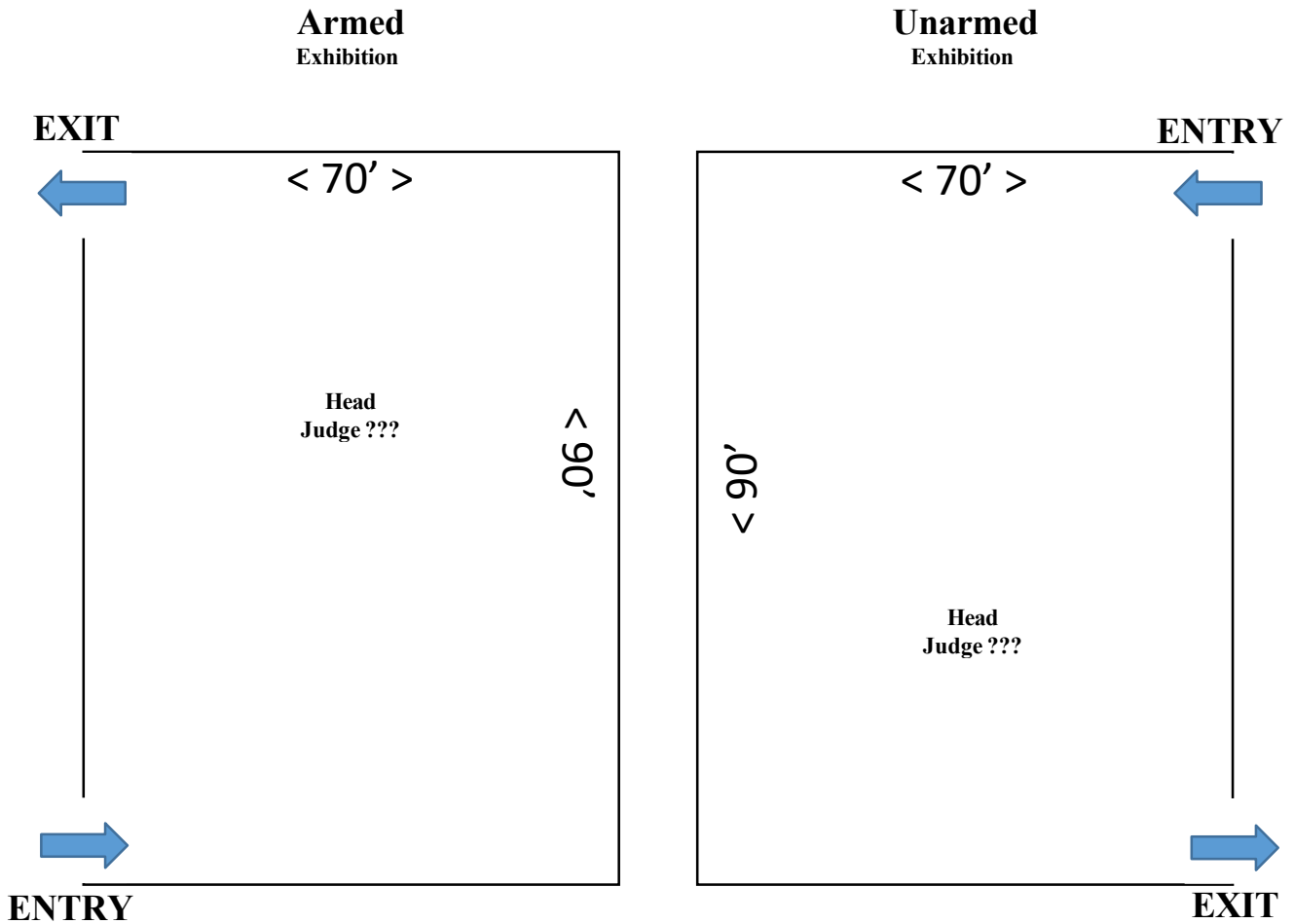
* Report In/Out will front the unit on the Head Judge, VERBALLY Report In/Out, then enter/exit the floor

JUDGE SCORES ALL FOUR ITEMS BELOW	JUDGE PAGE TOTAL
<p>Report IN score.... (0 – 10) _____ Technical Impression (0 – 15) _____ <small>(adherence to service / meet regulations)</small></p> <p>Report OUT score (0 – 10) _____ Precision Impression. (0 – 15) _____ <small>(overall precision displayed by unit)</small></p>	

Judges Name: _____

Judges Notes:

The following diagrams are for Armed / Unarmed EXHIBITION drill areas.



NOTE: Report-In and Report-Out locations are left to the discretion of the team commander. Team commander will inform the head judge where he/she wants the judge to stand.

Armed Exhibition Drill Score Sheet (Head Judge)



School Name: _____

Team Name: _____

CC Initials

<u>Commander's Evaluation</u>	
Command Voice (0-10)	_____
Bearing/Poise (0-10)	_____
Sharpness (0-10)	_____
Control of Team (0-20)	_____
Total Points Awarded	<div style="border: 1px solid black; width: 50px; height: 30px; display: inline-block;"></div> (50) Max)

Grand Total

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

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

Number	PENALTIES – HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 10 points each occurrence	
	Dropped weapons @25 points each occurrence	
	Minutes under/over time @ 10 points per minute (Minimum 6 minutes – Maximum 9 minutes)	
	Uniform Violation @ 50 points (Unauthorized Berets)	
	TOTAL PENALTY POINTS	

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

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

Cadet Commander's Initials

Judges Name: _____

Judge's Notes:

Armed Exhibition Drill Score Sheet (Field Judge)



School Name: _____

Team Name: _____

Field Judge - #2 / #3

	Max Points	Poor *	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN & REPORT OUT Verbal report in/out; all movements to enter/exit floor	15	1 - 3	4 - 12	13 - 15	
2. Team/Cadet APPEARANCE Uniform / overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
3. Routine SHOWMANSHIP Flair, style, "wow factor" that turns heads	15	1 - 3	4 - 12	13 - 15	
4. OVERALL IMPRESSION Subjective score of entire routine as presented	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body and facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment & marching proficiency; use of area	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of Movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine PRECISION Exacting, flawless & meticulous maneuvers "anti-sloppy"	30	1 - 6	7 - 24	25 - 30	
9. Routine COMPOSITION & FLOW Routine is unique and well constructed w/fitting transitions	30	1 - 6	7 - 24	25 - 30	
10. Handling of the WEAPON Weapon maneuvers look skilled & effortless	30	1 - 6	7 - 24	25 - 30	
11. Routine DIFFICULTY (Floor) Cadence Changes, Interweaving / difficult marching	30	1 - 6	7 - 24	25 - 30	
12. Routine DIFFICULTY (Aerial) Rifle spins, tosses / throws that leave the hand	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
Total Exhibition Drill Points	330				

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

Judges Name: _____

Judge's Notes:

Unarmed Exhibition Drill Score Sheet (Head Judge)



School Name: _____

Team Name: _____

CC Initials

Commander's Evaluation	
Command Voice (0-10)	_____
Bearing/Poise (0-10)	_____
Sharpness (0-10)	_____
Control of Team (0-20)	_____
Total Points Awarded	<input style="width: 50px; height: 20px;" type="text"/> (50) Max

Grand Total

Head Judge - #1	Max Points	Poor *	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN <small>Verbal report in, all movements to enter floor/report in</small>	15	1 - 3	4 - 12	13 - 15	
2. REPORT OUT <small>Verbal report out, all movements to exit floor/report out</small>	15	1 - 3	4 - 12	13 - 15	
3. Team/Cadet APPEARANCE <small>Uniform overall preparation & presentation</small>	15	1 - 3	4 - 12	13 - 15	
4. Routine FLOOR USE <small>Meaningful use of the entire drill floor</small>	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING <small>Body and facial control, military carriage</small>	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING <small>Dress, alignment & marching proficiency</small>	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY <small>Diversity of Movements to display overall excellence</small>	30	1 - 6	7 - 24	25 - 30	
8. Routine DIFFICULTY <small>Routine as presented required MUCH PRACTICE!</small>	30	1 - 6	7 - 24	25 - 30	
9. Routine PRECISION <small>Exacting, flawless & meticulous maneuvers "anti-sloppy"</small>	30	1 - 6	7 - 24	25 - 30	
10. Routine SHOWMANSHIP <small>Flair, style / "wow factor" that turns heads</small>	30	1 - 6	7 - 24	25 - 30	
11. Routine COMPOSITION & FLOW <small>Routine is unique and well constructed w/fitting transitions</small>	30	1 - 6	7 - 24	25 - 30	
12. OVERALL IMPRESSION <small>Subjective score of entire routine as presented</small>	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor <small>Routine proudly befits a military competition</small>	40	1 - 8	9 - 32	33 - 40	
Total Exhibition Drill Points	340				

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

Number	PENALTIES – HEAD JUDGE ONLY	Total Points
	Boundary Violations @ 10 points each occurrence	
	Minutes under/over time @ 10 points per minute (Minimum 6 minutes – Maximum 9 minutes)	
	Uniform Violation @ 50 points (Unauthorized Berets)	
	TOTAL PENALTY POINTS	

Penalty – 25 points per missing cadet: (8 cadets + C/CDR MIN. REQUIRED) NO MAX LIMIT	
Unit Missing One Cadet - 25	Unit Missing Two Cadets - 50
Cadet Commander's Initials _____	

Judges Name: _____

Judge's Notes:

Unarmed Exhibition Drill Score Sheet (Field Judge)



School Name: _____

Team Name: _____

Field Judge - #2 / #3

	Max Points	Poor *	Average	Exceptional	Notes
Performance Overview					
1. REPORT IN Verbal report in, all movements to enter floor/report in	15	1 - 3	4 - 12	13 - 15	
2. REPORT OUT Verbal report out, all movements to exit floor/report out	15	1 - 3	4 - 12	13 - 15	
3. Team/Cadet APPEARANCE Uniform overall preparation & presentation	15	1 - 3	4 - 12	13 - 15	
4. Routine FLOOR USE Meaningful use of the entire drill floor	15	1 - 3	4 - 12	13 - 15	
5. Team/Cadet BEARING Body and facial control, military carriage	30	1 - 6	7 - 24	25 - 30	
6. Routine MARCHING Dress, alignment & marching proficiency	30	1 - 6	7 - 24	25 - 30	
7. Routine VARIETY Diversity of Movements to display overall excellence	30	1 - 6	7 - 24	25 - 30	
8. Routine DIFFICULTY Routine as presented required MUCH PRACTICE!	30	1 - 6	7 - 24	25 - 30	
9. Routine PRECISION Exact, flawless & meticulous maneuvers "anti-sloppy"	30	1 - 6	7 - 24	25 - 30	
10. Routine SHOWMANSHIP Flair, style / "wow factor" that turns heads	30	1 - 6	7 - 24	25 - 30	
11. Routine COMPOSITION & FLOW Routine is unique and well constructed w/fitting transitions	30	1 - 6	7 - 24	25 - 30	
12. OVERALL IMPRESSION Subjective score of entire routine as presented	30	1 - 6	7 - 24	25 - 30	
13. MILITARY Flavor Routine proudly befits a military competition	30	1 - 6	7 - 24	25 - 30	
Total Exhibition Drill Points	330				

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

Judges Name: _____

Judge's Notes:

Appendix A: Tabulation Sheet for announcing Awards for Armed/Unarmed Drill Team

DRILL RESULTS

	ARMED	<CIRCLE>	UNARMED	
	INSPECTION	REGULATION	EXHIBITION	OVERALL
3D PLACE	_____	_____	_____	_____
2D PLACE	_____	_____	_____	_____
1ST PLACE	_____	_____	_____	_____

BEST ARMED DRILL TEAM CDR:

SCHOOL:

STX Robotics competition will be in a Robotics Derby, so Cadets can show their skills in Robotics handling, control, and strategy.

Teams: Schools can have up to 6 Cadets. In the Derby, the team that places the most cones/items in the storage bin wins.

Rules:

1. Team will have two robots with one operator per robot. A robot operator or robot cannot be change while competing. This can only be done between rounds.
2. Each team will have 10 cones (either orange or yellow) to pick and place in a clear storage bin.
3. There is a five – minute time limit round. This is a double elimination event. The final two schools will be best out of 3 rounds.
4. Schools can request up to three minutes to fix or replace robots between competing with other schools.
5. In the event of tie in a round, one robot will go head to head with the other school's robot. The robot with the most cones in a basket wins. The tie-breaker round is only for two minutes.
6. All robots must be with original equipment issued by the Army JROTC robot program. No robots can be modified. SAIs must certify to each official that the robot was built by a JROTC and has not been modified. (See picture)



Tabulation Sheet for Robotics teams competition awards presentation

Robotics

STANDING

3D PLACE

2D PLACE

1ST PLACE

Overall Individual Champion

NAME/SCHOOL

ANNEX F: Inspection and General Knowledge Questions 23 24

CHAIN OF COMMAND:

1. Commander in Chief of the Armed Forces is President _____
2. Secretary of Defense is _____ Honorable _____
3. Chairman Chief of Staff _____
4. Team Commander _____

US MILITARY HISTORY

1. The Revolutionary War started in what year and against what country?
Answer: Year 1775 against Great Britain (England)
2. Who did the U.S. fight during World War 1?
Answer: Germany, Austria Hungary and Turkey
3. Who did the U.S. Fight during World War 2?
Answer Germany, Italy and Japan
4. What happened on 7 December 1941 in Hawaii?
Answer: Japanese attacked Pearl Harbor.
5. Who was the Commander of the Revolutionary Army?
Answer General George Washington

CITIZENSHIP

1. What are the first 10 Amendments to the U.S. Constitution called?
Answer: The Bill of Rights
2. What amendment of the U.S. Constitution grants the freedom of "Speech, Religion and Assembly"?
Answer: The 1st Amendment
3. What are the two primary political parties?
Answer: The Republican and Democratic Party.
4. What are the qualifications of becoming the President of the United States of America?

ANNEX F: Inspection and General Knowledge Questions 23 24

Answer: At least 35 years of age, natural born U.S. citizen and resident of the U.S. for 14 years.

5. What are the 3 branches of government?

Answer: Judicial, Legislative and Executive.

U.S. FLAG

1. What do the stripes on the U.S. flag represent?

Answer: The 13 original colonies

2. What is the national anthem of the United States?

Answer: The "Star-Spangled Banner"

3. What is a nickname for the U. S. FLAG?

Answer: Old Glory, Stars and Stripes, The standard

4. Who wrote the Star Spangled Banner?

Answer: Sir Francis Scott Key

5. What do the colors of the U.S. Flag represent?

Answer: Valor, Innocence and Justice

DRILL

1. On the command of "Forward March" which foot do you lead off with?

Answer: Left Foot

2. What are the parts to an oral drill command?

Answer: Preparatory command and command of execution

3. What is the command for rendering a salute?

Answer: Present Arms

4. On the command, "Open Ranks March" How many steps each squad take.

Answer: First squad take to two full 30 inch steps forward

Second Squad take one full 30 inch step forward

Third squad stands fast

Forth squad two 15 inch steps backwards.

5. What is the manual for drill and ceremony?

Answer: Army Manuel TC 3-25.5

ANNEX F: Inspection and General Knowledge Questions 23 24

Air Force AFMAN 36-2203

Navy/USMC NAVMC 2691

FIRST AID

1. What is the Heimlich maneuver used for?
Answer: To clear a blocked airway
2. What does CPR stand for?
Answer: Cardiopulmonary Resuscitation
3. Blood that is bright red and color and shooting out in spurts is an indication for what type of bleeding?
Answer: Arterial Bleeding
4. What is likely to happen to a person with a severe injury?
Answer: Go into shock
5. What are the "A B C" s for the 1st life savings step?
Answer: Airway Breathing and Circulation

RIFLES

1. On the command of, "Sling Arms" which shoulder do you place your rifle?
Answer: Right
2. While saluting with your rifle the barrel should be at what level?
Answer: Eye level.
3. At, "Port Arms" how do you hold your rifle?
Answer: At 45 degree angle 4 inches from your chest.
4. When would you salute with your rifle?
Answer: When saluting a superior officer, the presentation of colors or during the national anthem. Etc.....
5. What command used to have cadets carry the rifle on the left shoulder?
Answer: Left Shoulder Arms

LEADERSHIP

1. What is integrity?

ANNEX F: Inspection and General Knowledge Questions 23 24

Answer: The combination of sound moral principles being truthfulness and honest.

2. What are the Army Values?

Answer: Loyalty, Duty, Respect, Selfless-Service, Honor, Integrity, Personal Courage

3. What is loyalty?

Answer: Faithfulness to one's country and subordinates and teammates alike.

4. What are 3 types of leadership?

Answer: Authoritarian, Delegate, Participative

5. What is the definition of leadership?

Answer: The ability to influence cadets by providing purpose, direction and motivation.

EVENT	32	28	24	20	18	14	12
3RD PLACE RIFLE-PRONE						1	
2ND PLACE RIFLE-PRONE					1		
1ST PLACE RIFLE-PRONE				1			
3RD PLACE RIFLE-KNEELING						1	
2ND PLACE RIFLE-KNEELING					1		
1ST PLACE RIFLE-KNEELING				1			
3RD PLACE RIFLE-STANDING						1	
2ND PLACE RIFLE-STANDING					1		
1ST PLACE RIFLE STANDING				1			
INDIVIDUAL BEST MARKSMAN 1, 2, 3							1
3RD PLACE OVERALL RIFLE TM			1				
2ND PLACE OVERALL RIFLE TM		1					
1ST PLACE OVERALL RIFLE TM	1						
3RD PLACE 25M SPRINT						1	
2ND PLACE 25M SPRINT					1		
1ST PLACE 25M SPRINT				1			
3RD PLACE BOYS PLANK						1	
2ND PLACE PLANK					1		
1ST PLACE PLANK				1			
3RD PLACE PUSHUP						1	
2ND PLACE PUSHUP					1		
1ST PLACE PUSHUP				1			
3RD PLACE PULL-UPS						1	
2ND PLACE PULL-UPS					1		
1ST PLACE PULL-UPS				1			
3RD PLACE BOYS CURL-UPS						1	
2ND PLACE BOYS CURL-UPS					1		
1ST PLACE BOYS CURL-UPS				1			
3RD PLACE BOYS MILE RELAY						1	
2ND PLACE BOYS MILE RELAY					1		
1ST PLACE BOYS MILE RELAY				1			
TOT BOY PHYSICAL FITNESS 1, 2, 3							1
3RD PLACE OVERALL BOYS PT			1				
2ND PLACE OVERALL BOYS PT		1					
1ST PLACE OVERALL BOYS PT	1						
3RD PLACE 25M SPRINT						1	
2ND PLACE 25M SPRINT					1		
1ST PLACE 25M SPRINT				1			
3RD PLACE PLANK						1	
2ND PLACE PLANK					1		
1ST PLACE PLANK				1			
3RD PLACE PUSHUP						1	
2ND PLACE PUSHUP					1		
1ST PLACE PUSHUP				1			
3RD PLACE FLEXED ARM						1	
2ND PLACE FLEXED ARM					1		
1ST PLACE FLEXED ARM				1			
3RD PLACE GIRLS CURL-UPS						1	
2ND PLACE GIRLS CURL-UPS					1		
1ST PLACE GIRLS CURL-UPS				1			
3RD PLACE GIRLS MILE RELAY						1	
2ND PLACE GIRLS MILE RELAY					1		

1ST PLACE GIRLS MILE RELAY				1			
TOP GIRL PHYSICAL FITNESS 1, 2, 3							1
3RD PLACE OVERALL GIRLS PT			1				
2ND PLACE OVERALL GIRLS PT		1					
1ST PLACE OVERALL GIRLS PT	1						
3RD PLACE B CG-REGULATION			1				
2ND PLACE B CG REGULATION		1					
1ST PLACE B CG REGULATION	1						
BEST B CG CDR							1
3RD PLACE A CG-REGULATION			1				
2ND PLACE A CG REGULATION		1					
1ST PLACE A CG REGULATION	1						
BEST A CG CDR							1
3RD PLACE UDT INSPECTION						1	
2ND PLACE UDT INSPECTION					1		
1ST PLACE UDT INSPECTION				1			
3RD PLACE UDT REGULATION						1	
2ND PLACE UDT REGULATION					1		
1ST PLACE UDT REGULATION				1			
3RD PLACE UDT EXHIBITION						1	
2ND PLACE UDT EXHIBITION					1		
1ST PLACE UDT EXHIBITION				1			
BEST OVERALL UDT CDR							1
3RD PLACE OVERALL UDT			1				
2ND PLACE OVERALL UDT		1					
1ST PLACE OVERALL UDT	1						
3RD PLACE ADT INSPECTION						1	
2ND PLACE ADT INSPECTION					1		
1ST PLACE ADT INSPECTION				1			
3RD PLACE ADT REGULATION						1	
2ND PLACE ADT REGULATION					1		
1ST PLACE ADT REGULATION				1			
3RD PLACE ADT EXHIBITION						1	
2ND PLACE ADT EXHIBITION					1		
1ST PLACE ADT EXHIBITION				1			
BEST OVERALL ADT CDR							1
3RD PLACE OVERALL ADT			1				
2ND PLACE OVERALL ADT		1					
1ST PLACE OVERALL ADT	1						
TOP ARCHER							1
3RD PLACE TEAM ARCHERY			1				
2ND PLACE TEAM ARCHERY		1					
1ST PLACE TEAM ARCHERY	1						
BEST ROBOTICS CDR							1
3RD PLACE TEAM ROBOTICS			1				
2ND PLACE TEAM ROBOTICS		1					
1ST PLACE TEAM ROBOTICS	1						
99	9	9	9	21	21	21	9

ANNEX G to the STX JROTC Skills Meet Competition SOP (Contact List) 8/5/2023

<p>SAI OPEN 1SG Ramiro Cespedes 956-548-9977 Hanna High School 2615 Price Road Brownsville, TX 78521 School phone (956) 698-0532 recespedes@bisd.us</p>	<p>SAI OPEN SSG MIGUEL GUERRERO Lopez High School 3205 South Dakota Brownsville, TX 78521 (956) 982-7400 School (956) 698-2840 JROTC</p>
<p>CPT Micah Turner SFC Mario Ramirez (956) 223-3908 Porter High School 3500 International Boulevard Brownsville, TX 78521 (956) 547-6660 (956)968-0980 (Supply Room) mramirez2@bisd.us micah.w.turner@yahoo.com</p>	<p>SAI OPEN MSG Michael G. Miles Robert Vela High School 801 East Canton Rd. Edinburg, TX 78539 (956) 289-2650 ext. 6494/79 m.miles@ecisd.us</p>
<p>CPT Richard McBride SFC Garcia Economedes High School 1414 North Alamo Road Edinburg, TX 78539 (956) 289-2450 (956) 385-2320 richard.mcbride@ecisd</p>	<p>MAJ SAUL GONZALEZ Cell: (479)285-6463 SFC Jose Rodriguez Edinburg North High School 3101 North Closner Edinburg, TX 78539 (956) 289-2500 Saul.gonzalez@ecisd.us jose.rodriguez3@ecisd.us</p>
<p>MSgt Armando Tsukano (USAF) 956-346-0219 TSGT Antonio Lozano Harlingen South High School 1701 Dixieland Road Harlingen, TX 78552 (956) 427-3800 Ext 1583/1584 armando.tsukano@hcisd.org antonio.lozano@hcisd.org</p>	<p>1SG HECTOR RODRIGUEZ 1SG LUIS CRUZ Roma High School P.O. Box 187 Roma, TX 78584 (956) 849-1370/1380 HRODRIGUEZ@ROMAISD.COM JLCRUZ@ROMAISD.COM</p>
<p>SgtMaj Delvin R. Smythe 1SG Edgar Rodriguez GSGT Alex Diaz, 1SGT Barrios Marine Military Academy (MMA) 320 Iwo Jima Blvd Harlingen, TX 78550 (956) 421-9254 Golf_di@mma-tx.org dsmythe@mma-tx.org edgar.ramirez@mcjrotc.org barrios@mma-tx.org</p>	<p>LTC James A. Troia (361) 455-4190 SSG CARLOS CAMACHO Henrietta M. King Early College 210 Brahma Blvd. Kingsville, TX 78363 (361) 595-8600/6456 (361) 455-4190 jtroia@kingsville.com ccamacho@kingsvilleisd.com</p>

<p>SFC Oscar Caro SFC Ronald Fontenot Cell 254-466-8584 Palmview H.S. 3901 North La Homa Road Mission, TX 78574(La Joya ISD) (956) 323-2880 ext. 4704/4689 (956) 519-5779 ocarolajoyaisd.net r.fontenot@lajoyaisd.net</p>	<p>LTC Jaime Roybal MSG GONZALO MELENDEZ Juarez-Lincoln High School 7801 West 7 Mile Road Mission, TX 78574 (La Joya ISD) (956) 519-4150 x 303 j.roybal@lajoyaisd.net g.melendez@lajoyaisd.net</p>
<p>LTC Landon Brethouwer SFC Will Escoto Weslaco East High School 810 Pleasantview Dr Weslaco, TX 78596 Office: 956-969-6950 lbrethouwer@wisd.us waescoto@wisd.us</p>	<p>COL Eloy E. Cuevas SFC Freddy Valdez Weslaco High School 1005 W. Pike Weslaco, TX 78596 (956) 969-6699 (956) 969-3264 ecuevas@wisd.us fvaldez@wisd.us</p>
<p>SAI OPEN SFC Abel Mireles Cel# (214) 854-5990 Zapata High School 2006 Stated Hwy 16 Zapata, TX amireles@zcisd.org</p>	<p>CPT Margil Flores 956-222-8866 SFC Edwin Frates James “Nikki” Rowe High School 2101 North Ware Road McAllen, TX 78501 (956) 632-8777 956-657-4435 Margil.Flores@mcallenisd.net edwin.frates@mcallenisd.net</p>
<p>MSG Jose Trevino 254-458-0639 SFC J. Mendoza cell 512-296-5789 Mission High School 1802 Cleo Dawson Mission, TX 78572 (956) 323-6105 ex 5774 (956) 323-5749/8798 jamend76@missioncisd.org jose.trevino@mcisd.org</p>	<p>SGM Walter Rand SSG Christopher Mitchell Mission Veterans Memorial 700 East 2 Mile Road Mission, TX 78572 (956) 323-3122 (956) 525-1323 (Cell) wtrand55@mcisd.org cmitch56@mcisd.org</p>
<p>LTC LUIS C. BARRERA 9567357479 SFC Juan Rodriguez PSJA Memorial High School 800 South Alamo Road Alamo, TX 78516 (956) 354-2440, Ext. 6379 luis.barrera@psjaisd.us juan.rodriquez@psjaisd.us</p>	<p>MAJ Thomas Oaks 956-648-0463 WO3 Jesus Amaya-Rangel Pharr-San Juan-Alamo High School 805 West Ridge Road San Juan, TX 78589 (956) 354-2340 (956) 354-2300 ext. 6089 thomas.oaks@psjaisd.us jesus.rangel@psjaisd.us</p>

<p>MAJ James Kellam (956) 873-3037 (cell) SGM JASON BARTON PSJA Southwest Early College 300 E. Javalina Drive Pharr, TX 78577 (956) 354-2254 James.kellam@psjaisd.us jason.barton@psjaisd.us</p>	<p>SFC Jorge Brondo – 956- 566-7930 SFC SEBASTIAN RIVERA - 956-454-6792 PSJA North High School 500 East Nolana Loop Pharr, TX 78577 (956) 354-2398/2389 jorge.brondo@psjaisd.us sebastian.rivera@psjaisd.com</p>
<p>MAJ JOSE OROSCO SFC PEDRO VILLARREAL Alexander High School 3600 East Del Mar Blvd Laredo, TX 78041 (956) 473-5977/5978 pedro.villarreal@uisd.net ojose061@gmail.com</p>	
<p><u>SOUTH TEXAS CONFERENCE JROTC LIMITED</u> <u>915 VILLA DEL LAGO, DONNA TX 78537</u> <u>STXJROTC@GMAIL.COM</u></p>	<p>UTRGV Recruiting Officer Raul Gomez raul.gomez@utrgv.edu Office 956-665-3601 Cell 956-648-1547 UTRGV Army ROTC 1201 W. University Drive Edinburg, TX 78539</p>
<p>Senior Military Instructor INCOMING Professor of Military Science 956-665-3602 <u>Cell: 210-887-8782</u></p>	<p>UTRGV Army ROTC ROTC Building (EROTC) Email: rotc@utrgv.edu Phone: 956-665-3601 Logistics Specialist Mr. Carlos Alvarez (956) 665-3601</p>
<p>Texas A&M University-Kingsville ROTC Karr - Veteran Memorial Hall, Rm. 105 MSC 204 Texas A&M University-Kingsville Kingsville, Texas 78363-8202 voice: (361) 593-3392 fax: (361) 593-3202</p>	<p>TAMU-Kingsville email: Recruiting Officer MSC 204 860 University Blvd Kingsville, TX 78363 Office: 361-593-3393 Cel:</p>
<p>SFC Erik C. Barraclough Senior Military Instructor TAMUK, 361-593-3393, Erik.Barraclough@tamuk.edu</p>	<p>MAJ Kevin W. Turnblom Professor of Military Science TAMUK 361-593-3392 kevin.turnblom@tamuk.edu</p>
<p>LTC Steven Pierce Professor of Military Science 361-825-5845, steven.pierce@tamucc.edu TAMUCC</p>	<p>Raul Ramirez Recruiting Operations Officer 361-825-5841 raul.ramirez@tamucc.edu</p>