

VANDERBILT JROTC DRILL MEET STANDARD OPERATING PROCEDURE

SECTION 1.1: GENERAL EVENT INFORMATION

A. Event Timeline

1. Check-in will **begin at 0700** on the scheduled day of the event. Competing teams will check in on the quarterdeck of Vanderbilt NROTC Unit, 1114 19th Ave S., Nashville, TN 37212.
2. The **judges' and instructors' meeting will begin at 0800** on the scheduled day of the event. Each competing team's Military Instructor should be present to ensure that all rules and procedures are understood. This meeting will include an opportunity to ask questions; **please be prepared to ask any questions** and present any unanticipated concerns at this time.
3. The **competition events will begin at 0900** on the scheduled day of the meet. The competition will consist of two phases, detailed in subsequent sections of this SOP:
 - I) The Drill Phase (SECTION 2.1)
 - II) The PT Phase (SECTION 3.1)
4. The **awards ceremony** will commence at the conclusion of all scheduled events around 1600. Awards will be presented to the three top performing teams overall, as well as top scoring competitors in certain other competition events such as Individual Exhibition Drill, Knockout Drill, and the PT Competition. After the awards ceremony, the day's events will conclude.

B. Event Accommodations

1. Changing areas will be provided in a male and female head located on the ground floor of the Vanderbilt NROTC Unit. There will also be several portable toilets located on the drill fields.
2. To assist competing teams in finding their events and managing their schedule, each school will be assigned an Midshipman Liaison from NROTC Vanderbilt by the end of the judges' and instructors' meeting. These Liaisons are there to answer any questions you or your cadets may have and resolve any conflicts that may arise. **Please feel free to discuss non-competition topics as time permits;** the Liaisons are very interested in learning from you and your cadets.
3. Concessions such as hot dogs, hamburgers, chips, candy bars, water, and soda will be available for purchase at the drill meet. **No other concessions are permitted to be sold by individuals or the respective JROTC Units at the drill meet.** T-Shirts and other memorabilia will be sold as well.

C. Expectations and Decorum

1. It is expected that all teams will maintain proper military bearing at all times. Military courtesies will be observed towards all officers, enlisted, midshipmen, and other cadets. **This includes proper salutes for all individuals who rate such courtesies.** Any transgressions could result in a point penalty against the team's score. If flagrant actions are performed, team disqualification will result.
2. General courteous behavior will be expected of all participants. **No horseplay will be tolerated** during any point of the competition.
3. Only government issued service or dress uniforms will be permitted. Uniforms should reflect the standards and regulations set forth by their respective service branches. **Spirit uniforms** will not be permitted.

D. Other Information and Contact

1. In the event of inclement weather, the meet will be held either: outside as planned (light/intermittent rain), or at an indoor facility in the area. Teams will be notified via email to the contact email address provided with their registration information. If the events are moved indoors, the indoor drill cards will be substituted for the normal drill cards. The card will be provided for the unit leader. Memorization will not be required. If the weather is questionable the morning of the event, units can call the CDO at (615) 945-6561 after 0700 to obtain information regarding the meet.
2. Any questions on the day of the event should be directed to the team's Midshipman Liaison. If they do not know the answer, they will seek the appropriate personnel to resolve the matter.

SECTION 2.1: THE DRILL PHASE

A. Drill Phase Events

1. The following events are described in this section and are counted among events identified as "Drill Phase Events":

<i>Unit Personnel Inspection (20% of overall score)</i>	<i>Color Guard (20%)</i>
<i>Armed Platoon Basic (20%)</i>	<i>Individual Exhibition - not included in overall score</i>
<i>Unarmed Platoon Basic (20%)</i>	<i>Knockout Drills - not included in overall score</i>
<i>Armed Platoon Exhibition (20%)</i>	

B. Drill Phase Area Sizes and Specifics

1. All drill areas have a flat, concrete surface. All drill areas maintain ample ceiling heights. The drill area dimensions are as follows:

<i>Armed & Unarmed Platoon Basic Drill</i>	<i>90' x 90'</i>
<i>Armed Platoon Exhibition Drill</i>	<i>90' x 90'</i>
<i>Color Guard Drill</i>	<i>45' x 50'</i>
<i>Individual Exhibition Drill</i>	<i>15' x 15'</i>

3. The Head Judge location for all events' Report In/Out is determined by the team's cadet commander and may be positioned anywhere on the drill floor and in different locations for the Report In and Out. It is the cadet commander's responsibility to brief this position(s) to the Head Judge while the team is in the ready area prior to their performance.
4. Boundary violations are penalized when any part of a cadet or his clothing comes in contact with any part of the boundary tape or the support cones, or crosses the imaginary line formed by the entry/exit opening. Should the boundary tape or cones become dislodged during a performance, a violation will occur when a cadet crosses the point where the tape/cone should have been were it not displaced.

C. General Drill Phase Performance Regulations

1. During report in, the Unit Cadet Commander reports-in to the Head Judge. To report in, he/she should state: "**(school name) NJROTC Unit from (city, state) reporting in for (event)**"
2. Armed & Unarmed Drill Teams will maintain the following competing cadet team sizes:
 - ♦ **Color Guard** – 4 cadets, two rifles/two flags (ONLY units of 4 compete - no exceptions)
 - ♦ **Platoon Basic (Armed/Unarmed)** – 14 cadets (12 cadets, one guidon bearer, and a cadet commander)
 - ♦ **Platoon Exhibition (Armed)** – 12 cadets plus a commander min. no max. limit – no guidon permitted.
 - ♦ **Knockout Drill (Unarmed)** – All competition roster cadets may enter the knockout drill competition.
3. During Platoon Basic & Exhibition competition, teams will receive a 25-point penalty per missing cadet. With a maximum of two missing cadets allowed (for a 50-point penalty). No team may compete in these events with more than two cadets missing. No team may compete in Color Guard without 4 cadets (two rifles/two flags).
4. The standard cadence for Platoon Basic and Color Guard Drill is 112 to 120 steps per minute. In all other facets of the event, cadence is left up to the discretion of the performing team.
5. Several stationary movements listed in Platoon Basic and Color Guard Drill have been **CAPITALIZED IN BOLD PRINT**. These commands must be performed with a **5-second pause** between the completion of the first movement and the command to begin the next movement. Failure to perform the movements with the required pause will result in a 5-point per-occurrence penalty.
6. During Platoon Basic/Color Guard, the performance of extra movements not required by the sequence (done primarily to avoid boundary violations, i.e., Mark Time, to the Rear March, etc.), will result in a 5-point per-occurrence deduction.
7. It should be noted that special attention will be given by judges to ensure proper enforcement of all regulation movements (i.e., foot stomping, marching shoulder-to-shoulder vs. close interval, improper flashy movements, etc., along with shortening of the standard 30-inch step).
8. Shoe taps **MAY NOT BE WORN** during **ANY FACET** of the competition. Also, no bayonets, handguns (demilitarized or otherwise), special effects, music or musical instruments, (bugles, drums, etc.), or pyrotechnics are allowed to be used or carried by anyone at the event. Additionally, no horns, whistles, or any other artificial noise-making devices may be used at the event by anyone at any time. Teams failing to follow this rule may be removed from that competition event.
9. All equipment authorized for use at the Vanderbilt Drill Meet must be available within the JUMS catalogue except where outlined differently herein. Schools with any questions regarding what is and is not authorized equipment for use should check with their Area Manager prior to attending the event to clarify this issue.

10. Once a competition unit moves into the Ready Area for either Unit Personnel Inspection and/or Drill Phase Events, only NJROTC instructors may physically interact with the unit in any capacity. All others, to include parents, spectators, non-participating cadets, and support personnel must move to the bleachers to watch and cheer-on the competitors.

D. General Drill Rifle Requirements & Regulations

1. To compete with arms, the unit must utilize an NJROTC approved drill rifle. Varnishing, chroming or painting the weapon in a military fashion is permissible. No decorative tape will be permitted anywhere on the rifle. Drill rifles are NOT REQUIRED to maintain a rubber butt pad.
3. Within Armed events, drill rifle slings are required drill rifle equipment and may not be removed. They may however be "taped down" during any phase of the competition with color matched, non-decorative tape ONLY! Any color tape may be used to repair a broken rifle. White slings are NOT authorized for ANY facet of the event.
4. Although all team members must compete with the same style drill rifle during a given event, **teams are allowed to use multiple sets of drill rifles for each team event** (example: one set for Platoon Basic Drill and a different set for Platoon Exhibition Drill).
5. The definition of a "dropped" drill rifle is now simplified as any rifle that strikes the drill deck unless it is intentionally designed to do so.
6. Drill rifles sometimes break in a way where its continued usage could become a danger to the cadet or others. When this occurs, the cadet may carry the drill rifle but under **NO CIRCUMSTANCES** should the drill rifle be spun or otherwise moved in a dangerous manner (cadets may not continue to use a dangerously broken drill rifle). Should a drill rifle break in any manner that makes safely using the rifle impossible, a back-up rifle **MUST** be given to the cadet. This drill rifle hand-off will be made only by a performing cadet leaving the formation, moving to the boundary, exchanging the broken drill rifle (**HANDED, NOT THROWN**) to the cadet by someone against the boundary **outside the competition area**. He/she will then rejoin the formation with the replacement rifle and continue their performance. No one may enter the drill area - the rifle handoff is made over the boundary tape. No additional time will be allowed for such an occurrence.

E. Cadet Commander Regulations

1. All armed event cadet commanders **MUST** carry a rifle or sword. Unarmed event cadet commanders **MAY NOT** carry a rifle or sword. When a commander chooses to use a sword, it must be accompanied by a sword belt & scabbard. The sword is not permitted to leave the commander's hand at any time upon entering the drill floor, except to return the sword to the scabbard. (This prevents any flipping/tossing of the sword in any manner).
2. During Report-In/Report-out, the cadet commander should be **THREE** paces and centered on the Head Judge. During Color Guard, the unit should be **SIX** paces and centered on the Head Judge. Although there is no specific

deduction for violating this distance, violation will generate a lowered score from the Head Judge, as well as other event judges.

3. Cadet Commanders **ARE** permitted to call cadence during their non-exhibition drill performances to assist with cadence. IT IS NOT REQUIRED! Traditional military sounds **will be allowed** to assist teams in maintaining cadence.
4. Within each team event, only one commander may lead the unit. This commander must be the person to report in, report out, and maintain overall "control" of the performance. A 25-point penalty on the Head Judge's scoresheet will be assessed if the commander does not lead the group during the routine or transfers this duty to someone else within the unit. Teams may highlight the talent of other cadets, and are encouraged to do so, but this must NOT be done in the form of a transfer of leadership.
5. Allowing that each drill team is instructed differently, judges will evaluate the vocal projection of cadet commanders in the following manner. During Platoon Basic Drill events, an individual's voice projection, confidence, and tone will be the criteria upon which judges will base their evaluations.
6. The report in and report out for each event will be done VERBALLY by the cadet commander. At no time may any commander perform using any form of CUE CARD or other form of prompting. Doing so will result in immediate disqualification of the unit from that event.

F. Event Judging

1. Three judges will be utilized as scoring judges in each competition area. A fourth judge may be used in certain areas to maintain cadence and serve other necessary functions. Judges are supplied with all needed manuals and regulations to execute their judging duties. Also, judges are given a detailed briefing the day prior to the competition to ensure everyone is prepared to give the cadets the best effort possible.
2. Judges will not discuss personal evaluations concerning completed performances among themselves. They will, however gather after each Platoon Basic Drill and Color Guard performance to discuss correct rulings on any boundary violations, omitted commands, SOP-related items & other non-subjective matters. This will ensure a correct ruling from each judge on these crucial items.
6. During judging, all judges are instructed to move around the competition area allowing the best angle to grade the performances. Cadets may use every inch of all drill areas. Judges will move out of a cadet's path, allowing cadets total access of all drill area space. Judges may come very near any cadet to gain a better judging perspective at any point during an event. Cadets should be prepared for this.
7. All judges' scoring and decisions are final.
8. As a matter of proper conduct, discussion with judges *during the competition event* about any facet of the competition is **forbidden**. Any questions from parents, team followers, cadets, or instructors about any portion of this competition that requires immediate action should be directed to the head judge, which will be arbitrated by the Judging

Director, VUNROTC's AMOI. The Judging Director has final decision power in any judging conflict.

9. All scoresheets will be collected from event judges by the Midshipman Liaison attached to the competing team. The Unit Leader will have an opportunity to review the unit's score with the judges and receive feedback. After this brief review, the scoresheets will be given to the runners (or retained by the Midshipman Liaison if no runner is present) whereupon they are then taken directly to the scoring table and entered into the scoring database.

G. Event Scoring

1. Scoring for the drill portion of the competition will be conducted as follows in Sections 2.2-2.6
2. The team score will be calculated as the cumulative score of the core events: Inspection, Color Guard, Unarmed Platoon Basic, Armed Platoon Basic, Platoon Exhibition.
3. If a school fields multiple teams for a single event, one must be designated as the main effort. This score will be taken for the team score.
4. In the case of a tie in a single event, the team with the higher Head Judge score will win. In the case of a tie between Head Judge scores, the team with the smaller spread in scores will win.
5. In the case of a tie in a the team competition, the team with the higher average Head Judge score will win. In the case of a tie between average Head Judge scores, the team with the smaller spread in scores will win.
6. Individual Exhibition and PT will both be scored separately.

H. Event Timing

1. The penalty assessed for a performance not falling between these time periods is ONE (1) POINT PER SECOND OVER/UNDER THE TIME RANGE. Time limits are as follow:
 - **Armed / Unarmed Platoon Exhibition** - Min. 6 Minutes - Max. 9 Minutes
2. All performances officially begin along with event timing when **the b first cadet of the competing unit crosses the drill area entry point** and it ends when the **last cadet crosses the exit point.**
3. There is no overall event timing of Platoon Basic or Color Guard Drill as the completion of the movements, in cadence, is satisfactory. Teams should not prolong the report in/out process. Should judges feel that teams are belaboring these moves, it will be reflected in their overall evaluation.

SECTION 2.2: PLATOON BASIC DRILL

A. General Information

1. Armed and Unarmed Platoon Basic teams may be male, female or mixed teams.

2. All of the movements in this event must be done from memory, in the order listed on the scoresheet. No "cheat sheet" or other external prompting is allowed.
3. Schools may form their drilling unit on the drill deck however the cadet commander chooses. Fall In/Fall Out commands are authorized for entering and leaving the drill deck.
4. All commands given by the unit leader while the platoon is halted will be 6 paces in front of the unit.
5. In confined area such as this drill meet, Unit Leaders are permitted to march three paces centered on the left side of the unit where they can best control the unit.
6. Note: The cadet commander **WILL NOT** move to check alignment of cadets. This time-intensive maneuver is not warranted or required and if conducted, it will be adversely scored by the judges.
7. Teams should review this Standard Operating Procedures in its entirety before readying their Platoon Basic Unit for the VANDERBILT DRILL MEET.

B. Judging & Scoring

1. In the Platoon Basic Drill sequence each individual movement is scored, on a scale of 1 to 5. The Platoon Basic Drill sequence is composed of many individual scoring opportunities. Also, teams will receive point scores for their report in and report out, and points for the judge's overall impression of the routine. The scores will be ranked in order and the proportional scoring system will then assign a point value to your school.
2. Some of these movement combinations are relatively easy while a few are quite difficult. While the execution of many of these movements within the given drill area is challenging for any drill unit, it can be executed by any well-prepared team at any competition level. The unit's ability to perform this sequence without extra commands is vital to the team's overall success at this meet.
3. Along with the scoring judges, an additional judge is added in the Platoon Basic Drill segment of the competition if possible. Although this additional judge will not conduct event scoring, he/she will be responsible for counting cadence and deducting all boundary, movement-pause, and other violations.

C. Platoon Basic Drill Sequence Movements

1. All of the prescribed movements in the Platoon Basic Drill sequence are located on the event scoresheet, posted at on the Vanderbilt NROTC website.

Important Note!

Judges are encouraged to discuss matters of rule interpretation, boundary violations, and missed commands among themselves immediately after both Platoon Basic Drill and Color Guard sequences. This remains the only way to ensure a school is graded correctly. Judges DO NOT discuss matters of preference or opinions regarding a performance AT ANY TIME prior to the Awards Ceremony.

SECTION 2.3: PLATOON EXHIBITION DRILL

A. General Information

1. Armed and Unarmed Platoon Exhibition teams may be male, female or mixed teams.
2. All Platoon Exhibition routines consist of stationary/marching drill movements as well as trick rifle maneuvers that are limited only by the imagination & creativity of the drill unit, and the rules of the Vanderbilt Drill Meet. Please keep in mind however that this is a **military competition with military judges**.
3. Cadets may not be lifted off the ground at any time (either by standing on a rifle or supported by another cadet or in any other manner). Blind tosses are not allowed (a blind toss is one in which the rifle is thrown towards the back of a receiving cadet). Additionally, NO RIFLE TOSSES OF ANY KIND may be done where the rifle travels over a cadet's head that is not the thrower or a recipient. Ensure you design your formation to ensure no cadets are underneath any thrown rifle. These prohibitions are due exclusively to safety concerns and if undertaken during the competition, will result in your unit being disqualified from the Platoon Exhibition phase.
4. Splits or other gymnastic-style movements have no place in this military competition and will be deducted heavily if performed. Additionally, as this is a TEAM competition, units who maintain extended drill periods of multiple, stationary cadets may be graded down on the scoresheet. Please ensure your drill routine maintains the vast majority of movement done by all competing cadets.
5. Platoon guide are optional for Armed and Unarmed Exhibition Drill events, however neither may carry a guidon. Within Armed Exhibition, the guide, if used, MUST be armed with a rifle.
6. Routines must be designed with safety in mind, therefore long rifle throws should be undertaken ONLY in a formation that does not have the thrown rifle(s) traveling over the head of any cadet in the formation (i.e., use of a "V" or "H" formation is recommended). Judges who feel teams have not designed their routine to ensure these other non-involved cadets were not moved to a safe location in the formation will have their scores reduced within the Overall Evaluation segment of the scoresheet.
7. The Head Judge may be placed anywhere on the drill floor for the Report In and Report Out of the unit (may be two different locations). This position will be established between the event Head Judge and the cadet commander prior to the performance while in the ready area.
8. During all facets of Platoon Exhibition Drill, "props" or other outside items are **NOT ALLOWED**. This includes but is not limited to: hoods, blindfolds, additional rifles, etc. Cadets may use a replacement drill rifle as prescribed in Section 8.1D, "General Drill Rifle Requirements & Regulations."

B. Judging & Scoring

1. Judging during any exhibition event is obviously quite subjective. However, all judges are looking primarily at the mechanics of the routine as well as the togetherness and "snap" the unit presents – while also reviewing with equal intensity the overall style and flow of the performance. While the degree of difficulty a unit displays is also a strong consideration in judging, flawless perfection cannot be overlooked.

Important Note!

Judges at this event within all Drill Phase Events express a fairly straight-forward approach to judging drill. They are very by the book in both Regulation and Color Guard, and look at the Exhibition Drill events in a deeply traditional military manner. Schools who incorporate many non-military steps and movements within their exhibition routines should be aware that what worked well for you back home may not play very well at this event – you have been warned!

2. The scoresheets for Platoon Exhibition are posted on the Vanderbilt NROTC website. This scoresheet should be studied to see how your performance may receive the maximum amount of points available in these events.
3. Within the Armed Platoon Exhibition event, a penalty is assessed for each occurrence of a dropped drill rifle. The first occurrence is a minus 5 points; and all subsequent drops remain at minus 5 points. Although this penalty has been trimmed measurably from the larger values it had for the past two years, a dropped drill rifle remains a distraction. All units should review their routines and minimize this penalty's occurrence whenever possible.
5. Teams should carefully review this scoresheet in order to maximize their score.

SECTION 2.4: COLOR GUARD DRILL

A. General Information

1. The four-person color guard will be comprised of two rifle bearers and two flag bearers. The Color Guard Unit will prepare their unit to begin the routine by placing their unit in line formation at the entryway of the competition area with the colors uncased (see enclosed map for the exact location of this entry point).
2. Teams should review this Standard Operating Procedure manual in its entirety before readying their Color Guard Unit.
3. Color Guard start times will be exactly 30 minutes following their U.P.I. start times.

B. Judging & Scoring

1. The position of the Head Judge is fixed and denoted by a large "X" placed on the floor against the boundary. Teams will report in and report out to this spot. It is the responsibility of the Head Judge to ensure he or she is on this spot during both the report-in and report-out. See enclosed map layout for the exact position of the Head Judge.
2. Teams are reminded to report in and out 6 paces from the Head Judge to receive an optimal score.

3. In the Platoon Basic Drill sequence each movement is scored, on a scale of 1 to 5. The sequence for Color Guard competition is comprised of many graded regulation movements and a Judge's Overall Impression Score yielding 400 points maximum possible. The scores will be ranked in order and the proportional scoring system will then assign a point value to your school. The winning school in both the Armed and Unarmed events will receive 400 Scoring Points each.

C. Color Guard Regulations & Performance Issues

1. The National Colors will be the senior flag with a JUMS issued unit OR service flag ONLY! No other secondary flag may be used. The cadet commander for the Color Guard unit must be the National Colors bearer. However, the cadet commander is not required to be the highest ranking member of the Color Guard unit.
2. Color Guards MUST utilize EITHER one of the three following flag and pole combinations: (A) the JUMS provided 9-1/2' wooden pole with Battle-Ax, (B) the JUMS provided 8' or 9' aluminum pole with Battle-Ax; or (C) the JUMS provided 8' wooden pole with spear tip
3. All units must utilize and properly display the JUMS-requisitioned sling, including color harness during color guard competition. (NOTE: the black harness IS JUMS APPROVED and allowed at this event. Combo Covers are NOT AUTHORIZED, but JUMS issued white guard belts are optional).
4. Rubber sleeves or tips for guide-on ferrels and color guard flag poles will be allowed as optional equipment.
5. All schools should ensure that their equipment is maintained and prepared properly prior to entering the competition area. Schools maintaining an equipment issue that could have been prevented through proper pre-event care may be awarded a subjective penalty on the Color Guard HJ scoresheet.
6. A special area has been set-up just outside the Color Guard area for these schools to case and re-case the colors (again, ungraded) before leaving the color guard area. Units are instructed NOT TO WALK AROUND THE COMPETITION VENUE WITH UNCASSED COLORS! Use the case and uncase area set aside for this purpose. See enclosed map layout for the exact position of this case/uncase area.

D. Sequence Movements

1. All of the prescribed movements in the Color Guard sequence are located on the event scoresheet, located on the Vanderbilt NROTC website.

SECTION 2.5: KNOCKOUT DRILLS

A. General Information

1. All cadets maintained on a NJROTC competition roster may enter the Unarmed Knockout Drill.
2. No inspection for this event will be conducted; however, the drill uniform should be worn appropriately. This applies particularly to females who must continue to have their long hair pinned up under their cover. Those cadets

not in compliance may be "knocked out" immediately at the start of the Knockout by the event judges.

3. Cadets will assemble on the floor and will be arranged in a manageable, double-arm interval set-up. Cadets will be given basic verbal instructions, as well as a few practice commands to get used to the Knockout caller's voice. Cadets will be eliminated one by one until only one remains as the respective knockout champion.

B. Judging, Scoring and Procedures

1. Knockout Drill judging is handled by 3-6 judges. Knockout is a single elimination event, one mistake and out. All judges' decisions are final. Cadence for the event is rhythmic. These movements will not be published in advance but will be basic, largely stationary commands.
3. Upon being knocked out, any cadet who refuses to leave the floor immediately may be cause for that cadet's entire remaining team on the floor to be eliminated from the Knockout Drill. Cadets are expected to maintain their military bearing while leaving the drill floor. Cadets and spectators in the audience are expected to maintain exemplary behavior during knockouts, keeping noise and commentary to an absolute minimum so that the knockout may be conducted without distractions.
4. Cadets will be knocked out until THREE cadets remain on the floor. These final cadets will then be knocked out one at a time, until one cadet remains on the floor. All three of these final cadets will each receive medals that will be presented at the beginning of the Awards Ceremony that evening denoting their order of finish.
5. Teams should understand that the Knockout Drill is highly subjective. Oftentimes, winners are crowned by a combination of superior talent and a bit of luck.

SECTION 2.6: UNIT PERSONNEL INSPECTION

A. General Information

1. Unit Personnel Inspection is a required event **for every member of your team at the meet.**
2. Unit Personnel Inspection is carried out as an unarmed event. During Unit Personnel Inspection, NO CADETS (cadet commanders included) MAY CARRY A RIFLE OR SWORD.
3. All cadets standing Unit Personnel Inspection MUST WEAR a name tag. Additionally, all cadets **MUST WEAR** all and ONLY NJROTC ribbons earned that appear on the NJROTC ribbon chart (CNET 1533/61). The Unit Personnel Inspection will look for a sharp uniform, as well as a sharp cadet **INSIDE** the uniform! Remember, **all cadets must wear all NJROTC ribbons earned for this personnel inspection.** Teams who "strip down" cadets to wear less than their full compliment of ribbons earned will be graded down.
4. The scoresheet for Unit Personnel Inspection is located on the Vanderbilt NROTC website. This scoresheet should be studied to see how your performance can receive the maximum score in each area.

5. Under any circumstances, cadets **ARE NOT** to seek out and return to Unit Personnel Inspection judges with answers to previously asked, inspection-related questions.

B. Inspection Judging

1. After formation of the unit, the Unit Cadet Commander reports-in to the Head Judge. To report in, he/she should state *their school name, city/state, reporting-in or out, and to request permission*: A good example could be **'SIR (OR MA'AM), THE FIGHTING BLUE KNIGHTS FROM ACME HIGH SCHOOL IN MINNEAPOLIS, MINNESOTA REQUEST PERMISSION TO FORM FOR INSPECTION.'**

C. Special Emphasis Inspection Matters

1. The inspection is designed to be more rigorous and demanding of proper bearing at all times. Judges will be professional but tough. Judges will use measuring devices and expect perfection in all items on display. Cadets should prepare for a much more rapid-fire, intense line of questioning and demeanor by the judges.
2. Hair length and style should correspond to the NJROTC Cadet Field Manual. General appearance should be well groomed and uniforms should be impeccably clean. Hair "scrunchies" must be inconspicuous and should also match hair color. Standard-issue leather oxford shoes are required wear for all portions of the event.

D. Cadet Verbal Responses

1. Judges are instructed to ask every cadet a minimum of THREE questions during Unit Personnel Inspection. NSTC has determined that questions asked of cadets during Unit Personnel Inspection will be much more defined and approved by NSTC. These questions will come from two areas: Chain of Command and the Navy/Marine Corps History. These questions will be given only to the judges in advance.
2. Judges are looking for BOTH the demeanor and bearing the cadet maintains as well as the correctness and completeness of the answers to the questions. All are equally important to maintain a top score.
3. Do not allow your cadets to become flustered by a question posed by a judge. If a cadet doesn't know the answer to a question posed to him/her, a confident, "Sir/Ma'am, this cadet does not know at this time" or similar is the best response.
4. A judge may incorrectly apply a regulation to your team's uniform. If your cadet feels a rule has been incorrectly applied due to questions asked by the inspecting judge, do not belabor the point with the judge! If the judge presses a point a cadet knows is incorrect, the correct response should be **"Sir, this cadet has been instructed that '...' is correct"**. *Do not lose military bearing!* After completing the inspection process, immediately reach the Area Manager overseeing the U.P.I. competition and discuss the incident. He will then contact the judge and assure the correct ruling and scores are in place.

E. Exact Unit Personnel Entry & Exit Procedures

1. All units will pre-assemble in the assigned ready area (exact location will be specified with signage the morning of the competition) roughly 5 minutes prior to their assigned start time. When the school being inspected marches out of the U.P.I. area, the school next up for U.P.I. should immediately move their formation to just outside the entrance of the U.P.I. area. When the judges have completed their scoring, a U.P.I. official will meet the cadet commander in this entry area to ensure the whole team is present and ready to compete (NOTE: remember, any cadet failing to participate in the U.P.I. for the school is INELIGIBLE to compete in any event for the duration of the weekend). This official will ensure the cadet commander is prepared to form the unit into FIVE squads of cadets (no more than 8 cadets per squad with each squad **maintaining the most even distribution of cadets possible**).
2. Once a competition unit moves into the Ready Area for either Unit Personnel Inspection and/or Drill Phase Events, only uniformed NJROTC instructors may physically interact with the unit in any capacity. All others, to include, parents, spectators, non-participating cadets, and support personnel must move to the bleachers to watch and cheer-on the competitors. THIS WILL BE STRICTLY ENFORCED!
3. The cadet commander will form the unit in the drill area. a Fall In command is authorized to form them, centered and facing the U.P.I. Head Judge who will be stationed directly in front of a large orange traffic cone. This march will begin the Report-In scoring for the U.P.I. event. No Mustering Petty Officer is utilized; the cadet commander leads the unit.
4. The cadet commander (NOTE: NOT THE ENTIRE UNIT) will execute a hand salute to the Head Judge. The cadet commander will also verbally report in to the Head Judge. An example of this verbal report-in could be: "**SIR (OR MA'AM), THE FIGHTING BLUE KNIGHTS FROM ACME HIGH SCHOOL IN MINNEAPOLIS, MINNESOTA REQUEST PERMISSION TO FORM FOR INSPECTION.**"
5. The Head Judge will return the salute and state, "**Form for Unit Inspection**". The cadet commander will then execute about face and instruct the unit to, "**Open Ranks**", and then "**Ready, Front; Cover**". NOTE: **The cadet commander WILL move smartly to check alignment of the squads.** This movement should be done expeditiously. Teams viewed by the judges as dragging out this simple process will be penalized.
6. Upon completion of **Ready, Front; Cover**, the inspection judges will move to begin their personnel inspections. The Head Judge will then inspect the cadet commander. After the Head Judge concludes the inspection of the cadet commander he/she will instruct the cadet commander to "precede him (her) through the inspection of first squad." At the completion of the inspection of the last cadet in first squad the cadet commander will step off as in marching and proceed down the rear of first squad and take their correct position 3 paces beyond the right flank cadet (guidon). When all judges are finished, the Head Judge will return to face the cadet commander. It is at this position that the cadet commander (and only the cadet commander) will execute a hand salute, and verbally report out and receive final instructions from the senior judge. After receiving final instructions (i.e., such as "Remove your unit from the inspection area"), the cadet

commander will order "**Close Ranks, March**" and then move to the correct position to march the unit out of the inspection area.

7. One judge will inspect each squad. Each cadet will receive an individual score (see score sheet for details).
8. The cadet commander removes the unit from the floor smartly with a simple Right Face/Forward March, thereby exiting from the opposite side of the area from where they entered. Judges then finalize their scoring of the unit and prepare for the next school. The final cadet leaving the floor will end the scoring for the Report Out segment of the U.P.I. event.

SECTION 3.1: The PT Phase

A. General Information

1. The PT competition does not contribute to a unit's overall score for the drill meet; however, awards will be presented to the top scoring teams for the PT event.
2. While a PT uniform is necessary to participate in the PT competition, cadets should be aware that they **must be in their appropriate service or dress uniform to participate in the awards ceremony** (i.e. to step up to receive an award) or likewise participate in any subsequent Drill Phase event (such as Knockout Drill).
3. A detailed plan for the PT competition will be posted at least one month prior to the scheduled day of the competition on the Vanderbilt NROTC website, vunrotc.com, under "Battalion Events." In general, teams can expect the event to draw from the Marine Corps Combat Fitness Test (**CFT**), Marine Corps Physical Fitness Test (**PFT**), and Navy Physical Readiness Test (**PRT**).

B. Team Composition

1. Each team shall be composed of six cadets (four male and two female). A school may enter multiple teams for the PT competition.
2. Each team shall wear uniform PT gear. It is not necessary that each team wear their service regulation PT uniform, but each member of the team must wear the same uniform.