

# **2025 AFROTC DETACHMENT 847 DRILL MEET STANDARD OPERATING PROCEDURE (SOP)**



Date: 5th April 2025

Time: 0700-1700

Location: Angelo State University  
2601 W. Avenue N San Angelo, TX 76909

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## SECTION 1—OVERVIEW

**PURPOSE:** The purpose of ASU's AFROTC Detachment 847 Annual Drill Meet is to provide JROTC units, with the opportunity to compete against other JROTC units from around the state, visit ASU and our detachment, interact with college cadets, instructors, and military personnel, and earn individual and team awards to bring home to their units.

**FEES:** We will be waiving all registration fees!

**INCLEMENT WEATHER:** In the event of inclement weather, all events will be held in the Junell Center.

**EMERGENCY CONTACTS:** In case of emergency, call 911 or contact ASU PD at 325-942-2071.

### POINTS OF CONTACT:

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## SECTION 2—EVENTS AND GENERAL COMPETITION GUIDELINES

### EVENTS

- a. Unarmed Drill
  - 1. Regulation
  - 2. Exhibition
- b. Armed Drill
  - 1. Regulation
  - 2. Exhibition
- c. Color Guard
- d. Individual Armed Exhibition
- e. Warrior Challenge
- f. Knockout Drill

### GENERAL COMPETITION GUIDELINES

- a. **Drill Manuals.** All drill will be judged in accordance with DEPARTMENT OF THE AIR FORCE PAMPHLET 34-1203 with the following exceptions:
  - 1. The manual of arms for Armed drill will be judged in accordance with U.S. Army Training Circular 3-21.5
  - 2. All Color Guard drill, with the exception of the Air Force 24-inch step, will be judged in accordance with U.S. Army Training Circular 3-21.5
  - 3. Terms such as “Team” or “Drill Team” may be substituted for “Flight” or “Platoon” in regulation drill events.
- b. **Scoring** for Armed drill, Unarmed drill, exhibition, and solo events begins when the commander has reported-in and will end when the commander has reported-out. Color Guard scoring will also include the uncasing of the colors.
- c. **Judging.** For Color Guard, judges are volunteer Goodfellow AFB personnel. All other categories will be judged by Detachment 847 cadets. Any issues about judging will be brought to the attention of your ASU cadet sponsor. At no time during the competition should a judge be approached by any cadet, instructor, parent, or other person from the competing schools. All judges’ decisions will be final.
- d. **Reporting Statements.** Reporting statements for all drill events must contain at a minimum the school name and must request permission to use the drill area. Other items may certainly be mentioned but are not required. The verbiage of the report out is left up to the unit but it must make clear the unit has completed its performance.
- e. **Team Composition.** Drill teams can consist of all males, all females, or coed. For the Warrior Challenge event, please see the Warrior Challenge category below.

f. **Arrival.** Schools may begin reporting in at 0730 at Angelo State University in front of the Rassman/ Norris-Vincent College of Business Building (see competition site map.) Buses may drop off cadets in front of the Rassman/Norris-Vincent College of Business Building. Buses will be directed where to park upon arrival along with any supporting SUVs/Cars.

g. **Dressing/Common areas.** Classrooms will be used for cadets to change and store their gear.

**AFROTC DET 847 and Angelo State University assume no responsibility for lost, damaged, or stolen equipment.** Please ensure all personal valuables (i.e. money, cell phones, iPods, etc.) are secured on buses or with associated school instructors.

## SECTION 3—SCORING AND AWARDS

### SCORE SHEETS/TEAM SCORING

- a. Runners. As each team finishes a phase of competition, the score sheets will be collected by the runners for that area.
- b. Score sheets. By request, final score sheets for events can be sent to the school after the completion of the drill meet.
- c. Each school will be allowed to compete with multiple teams for each event; *however*, the school's team that will count towards the points for the award will be that which receives the highest score. The only exception to this is Armed individuals in which multiple teams from the same school will be able to win trophies if they are the highest scoring in the category.

### AWARDS

- a. Overall Breakdown

\*To determine placement for the Unarmed Overall award, scores from each of the highest-scoring teams, from each school, in the following Unarmed categories, regulation and exhibition, will be added up together. The school with the most total points will receive the award.

\*\* To determine placement for the Armed Overall award, scores from each of the highest-scoring teams, from each school, in the following Armed categories, regulation, and exhibition, will be added together. The school with the most total points will receive the award.

\*\*\* To determine placement for the Overall award, the scores from the highest scoring Unarmed regulation, Unarmed exhibition, Armed regulation, Armed exhibition, Warrior Challenge, and Color Guard entered by the school will be added together. The schools with the most total points will receive the awards.

*If a school does not enter a team for any of the above categories, it will result in a zero for the combined score. (e.g. if your school does not have a Color Guard, there will be a zero in place of your Color Guard score.)*

- b. The awards ceremony will be held at 1700 at the Pavilion.
- c. Schools who do not stay for the awards ceremony may make arrangements for another school to collect their awards or they will be mailed to them at a later date.

a. Awards for each event will be as follows:

Unarmed Regulation	First, Second, and Third
Unarmed Exhibition	First, Second, and Third
Unarmed Overall *	First
Armed Regulation	First, Second, and Third
Armed Exhibition	First, Second, and Third
Armed Overall **	First
Color Guard	First, Second, and Third
Warrior Challenge	First, Second, and Third
Armed Individual	First, Second, and Third
Knockout Drill	First
Overall ***	First, Second, and Third

### **TIE BREAKING CRITERIA**

- a. Drill Phase: In the event of a tie in any drill competition area, the following criteria will be used to break the tie.
1. Least Number of Penalty Points
  2. Highest Head Judge Score
  3. Highest Commander Score
  4. Highest Total Judges Score *excluding* the Head Judge
- b. WARRIOR CHALLENGE: In the event of a tie in any drill competition area, the following criteria will be used to break the tie.
1. Highest Team Push-up Score
  2. Highest Team Sit-up Score
  3. Highest Team Plank
  4. Highest Team HAMR Run

## SECTION 4—UNARMED REGULATION PHASE

**TEAM COMPOSITION.** A team must consist of a minimum of 10 members. The 10 members must consist of a team commander and nine cadets.

**UNARMED PREPARATION AREA.** Teams will report to the designated drill pad when they are ready to compete. Teams will wait for the judges to be ready for them, then proceed as directed by the Head Judge. All Unarmed categories are first come, first serve.

**UNARMED DRILL AREA.** The Unarmed phases will be outside on a concrete or asphalt surface. The regulation area will measure 75' x 75'. Teams will be penalized for breaking boundaries.

**GENERAL.** All instructions regarding Unarmed regulation rules are carried out to the letter to earn a top score. This event will be judged strictly in accordance with DAFPAM34-1203. Any deviations from this manual will result in lower scores. All judging will begin once the first member of the team enters the drill area and will end once the last person of the team has exited the drill area.

**PREPARATION AREA/DRILL PAD ENTRY AND EXIT POINTS.** While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their team in the Unarmed preparation area. Both Unarmed regulation and Unarmed exhibition will be conducted in the same drill area. If a team is performing BOTH Unarmed regulation AND Unarmed exhibition, they may exit the drill pad immediately after reporting out from regulation and reform for exhibition. However, they will be expected to reform quickly, *there will not be time to change uniform items*. If a school is performing both Unarmed regulation and Unarmed exhibition and needs time in between to change uniform items, they will be expected to leave the drill pad and return for the next open spot. All Unarmed categories are first come, first serve.

**REPORTING IN.** The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" The Cadet Commander will then command the cadets into the Unarmed area centering the unit on the Head Judge. The Head Judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary. The cadet commander should be approximately 3 paces from the Head Judge when reporting in.

**UNARMED REGULATION PROCEDURES.** All of the Flight Regulation drill movements must be executed from memory, in the order they are listed, using the sequence on the score sheet in accordance with DAFPAM34-1203. The entire sequence must be completed from memory. No external notes or assistance may be used to complete the drill. Any team violating this rule will receive a zero from each judge for all individual graded commands performed after violating this rule. All judges will look for cadence and boundary, movement pause, and other violations. All Unarmed categories are first come, first serve.

**REPORT OUT AND EXIT.** Conducted correctly, the Unarmed regulation sequence ends with the commander/team facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.



## SECTION 5—UNARMED EXHIBITION PHASE

**TEAM COMPOSITION.** A team must consist of a minimum of nine members and one team commander for a total of 10.

**DRILL AREA.** The Unarmed phases will be outside on a concrete or asphalt surface. The boundaries for this phase will measure 75' x 75'.

**GENERAL.** Exhibition routines consist of stationary/marching drill movements that are limited only by the imagination & creativity of the drill unit. HOWEVER, units should remember this is a military competition with military judges – therefore design your routines with good military taste. All judging will begin once the first member of the team enters the drill area and will end once the last person of the team has exited the drill area.

**JUDGING AND SCORING.** Exhibition judging is subjective. Judges are asked to look at the routine mechanics as well as the togetherness, "snap", style and difficulty of the performance. Also, while the degree of difficulty a unit displays is most certainly a consideration, the flawless perfection of a performance cannot be overlooked.

**NO CADET MAY BE LIFTED OFF THE MARCHING SURFACE BY ANY MEANS.** Therefore, all cadets must drill and perform ENTIRELY on the floor. Any cadet who is lifted or otherwise raised off the floor in any manner will cause the judge to immediately move to the team and tell the raised cadet to dismount and the team to leave the floor. The team will also be disqualified from that event at that point. MAKE SURE YOUR CADETS ARE NOT INCLUDING THIS MANEUVER!

**PREPARATION AREA/DRILL PAD ENTRY AND EXIT POINTS.** After exiting the drill pad from the regulation phase, the team will be expected to reform quickly for exhibition, *there will not be time to change uniform items*. If a school is performing both Unarmed regulation and Unarmed exhibition and needs time in between to change uniform items, they will be expected to leave the drill pad and return for the next open spot. All Unarmed categories are first come, first serve.

**REPORTING IN.** The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" The Cadet Commander will then command the cadets into the Unarmed area centering the unit on the Head Judge. If the cadet commander desires the Head Judge to be in a different position other than centered on the front boundary, they must inform the Head Judge prior to entering the drill pad.

**UNARMED EXHIBITION PROCEDURES.** The routine should be derived from basic drill movements – nothing that hints at dancing moves or excessive hand slapping – professionalism is key. Teams should display their imagination, creativity, pride, and spirit within the content of military bearing.

**TIME REQUIREMENTS.** Time will begin when the reporting salute is dropped, and it will end when the team commander reports Exhibition Drill completed. The routine must be at least six (6) minutes and a maximum of nine (9) minutes. Teams will be penalized one point for each second under or over these time limits.

**REPORT OUT AND EXIT.** The Unarmed exhibition routine may end at any point on the drill pad. After reporting out, the commander will have the team exit the drill pad.

## SECTION 6—ARMED REGULATION PHASE

**TEAM COMPOSITION.** A team must have at least 10 members. The 10 members must consist of a team commander and nine cadets.

**ARMED PREPARATION AREA.** Teams will report to the designated drill pad when they are ready to compete. Teams will wait for the judges to be ready for them, then proceed as directed by the Head Judge. All Armed categories are first come, first serve.

**ARMED DRILL AREA.** The Armed phases will be outside on a concrete or asphalt surface. The regulation area will measure 75' x 75'. Teams will be penalized for breaking boundaries.

**REPORTING IN.** The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" The Cadet Commander will then command the cadets into the Armed area centering the unit on the Head Judge. The Head Judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary. The cadet commander should be approximately 3 paces from the Head Judge when reporting in.

**ARMED REGULATION PROCEDURES.** While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their team in the Unarmed preparation area. Both Armed regulation and Armed exhibition will be conducted in the same drill area. If a team is performing BOTH Armed regulation AND Armed exhibition, they may exit the drill pad immediately after reporting out from regulation and reform for exhibition. However, they will be expected to reform quickly, *there will not be time to change uniform items*. If a school is performing both Armed regulation and Armed exhibition and needs time in between to change uniform items, they will be expected to leave the drill pad and return for the next open spot. All Armed categories are first come, first serve.

**REPORT OUT AND EXIT.** Conducted correctly, the Armed regulation sequence ends with the commander/team facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.

**WEAPON REGULATIONS:** Teams may utilize any rifle regardless of weight. The drill rifle MUST be rendered un-fireable by either leading the barrel or removing/maintaining no firing pins.

**CADET COMMANDER REGULATIONS:** All Armed competition cadet commanders must carry a rifle, saber, or sword. When a commander chooses to use a saber or sword, it is not permitted for this weapon to leave the commander's hand at any time upon entering the drill floor.

## SECTION 7—ARMED EXHIBITION PHASE

**TEAM COMPOSITION.** A team must have at least 10 members. The 10 members must consist of a team commander and nine cadets.

**PREPARATION AREA.** Teams will report to the designated drill pad when they are ready to compete. Teams will wait for the judges to be ready for them, then proceed as directed by the Head Judge. All Unarmed categories are first come, first serve.

**DRILL AREA.** The Armed phases will be outside on a concrete or asphalt surface. The boundaries for this phase will measure 75' x 75'.

**WEAPONS.** Teams may utilize any rifle regardless of weight (either demilitarized or facsimile). In either case, the drill rifle must be rendered un-fireable by either leading the barrel or removing/maintaining no firing pin. Judges will be STRONGLY instructed they should score EVERY routine granting full points for all movements regardless of weapon weight, however, judges will fully understand the degree of difficulty present in moving a full-weight weapon versus a light facsimile. Armed team cadet commanders MUST either carry a rifle, saber, or sword during both regulation and exhibition. It is not permitted for a saber/sword to leave a commander's hand at any time upon entering the drill pad. At no time should rifles be shouldered (as if to simulate firing a weapon), nor should rifle barrels strike the ground. Shouldering of any weapon at any time during the meet WILL result in team disqualification. A five-point penalty is assessed for each dropped drill rifle during the Armed Team Exhibition.

**GENERAL.** Exhibition routines consist of stationary/marching drill movements as well as trick rifle maneuvers limited only by the imagination & creativity of the drill unit. HOWEVER, units should remember this is a military competition with military judges – therefore design your routines with good military taste. All judging will begin once the first team member enters the drill area and end once the last person has exited it.

**JUDGING AND SCORING.** Exhibition judging is subjective. Judges are asked to look at the routine mechanics as well as the togetherness, "snap", style and difficulty of the performance. Also, while the degree of difficulty a unit displays is most certainly a consideration, the flawless perfection of a performance cannot be overlooked.

**PREPARATION AREA/DRILL PAD ENTRY AND EXIT POINTS.** While the preceding unit is performing, the Cadet Commander will let the event runner know their team is ready and QUIETLY assemble their team in the Unarmed preparation area. Both Unarmed regulation and Unarmed exhibition will be conducted in the same drill area. If a team is performing BOTH Unarmed regulation AND Unarmed exhibition, they may exit the drill pad immediately after reporting out from regulation and reform for exhibition. However, they will be expected to reform quickly, *there will not be time to change uniform items*. If a school is performing both Unarmed regulation and Unarmed exhibition and needs time in between to change uniform items, they will be expected to leave the drill pad and return for the next open spot. All Unarmed categories are first come, first serve.

**REPORTING IN.** The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" The Cadet Commander will then command the cadets into the Armed area centering the unit on the Head Judge. If the cadet commander desires the Head Judge to be in a different position other than centered on the front boundary, they must inform the Head Judge prior to entering the drill pad. Page 18.

**ARMED EXHIBITION PROCEDURES.** The Routine should be derived from basic drill movements – nothing that hints as dancing moves or excessive hand slapping – professionalism is key. Teams should display their imagination, creativity, pride and spirit within the content of military bearing.

**TIME REQUIREMENTS.** Time will begin when the reporting salute is dropped, and it will end when the team commander reports Exhibition Drill completed. Routine must be at least six (6) minutes and a maximum of nine (9) minutes. Teams will be penalized one point for each second under or over these time limits.

**REPORT OUT AND EXIT.** The Armed exhibition routine may end at any point on the drill pad. After reporting out, the commander will have the team exit the drill pad.

## SECTION 8—COLORGUARD PHASE

**GENERAL.** All schools will utilize US Army TC 3-21.5 for all movements and flag uncasing procedures. Read CAREFULLY what is specified within the TC 3-21.5 and execute as outlined to gain a top score.

**TEAM COMPOSITION.** Each school may enter no more than two teams in the Color Guard category. Teams may be of any composition of males, and/or females. All teams are required to have four members with two cadets bearing arms and two bearing flags. The National Colors will be the American Flag with a state, service, or other appropriate flag used as the second color.

**PREPARATION AREA.** Teams will report to the designated drill pad when they are ready to compete. Teams will fall in outside of the drill area and wait for the judges to be ready for them, then proceed as directed by the Head Judge. All Color Guard categories are first come, first serve.

**COLOR GUARD AREA.** The Color Guard phase will be outside on a concrete or asphalt surface. The Color Guard drill area will measure 50' x 50'.

**REPORTING IN.** The Head Judge will state, "XYZ HIGH SCHOOL, REPORT!" The Cadet Commander will then command the cadets into the Unarmed area. The Color Guard will enter the drill pad and execute uncase colors (this may be done at any point on the drill pad). After uncasing the colors, the Color Guard commander will command the Color Guard to a point centering the unit on the Head Judge and then reporting in. The Head Judge will be standing at a fixed point exactly halfway onto the drill pad, just inside the boundary. The sequence must be committed to memory. Missed or additional commands will result in a penalty. Exhibition drill maneuvers will not be allowed in the Color Guard competition. Teams are expected to abide by the drill sequence and perform all maneuvers in regulation style.

**COLOR GUARD PROCEDURES.** All the Color Guard drill movements must be executed from memory, in the order listed, using the sequence on the score sheet in 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. Any team violating this rule will receive a zero from each judge for all individual graded commands performed after violating this rule. All judges will look for cadence and boundary, movement pause, and other violations.

**REPORT OUT AND EXIT.** Conducted correctly, the Color Guard sequence ends with the Color Guard facing the same way as when reporting in. After reporting out, the commander will have the team exit the drill pad.

## SECTION 9—INDIVIDUAL ARMED DRILL

**TEAM COMPOSITION.** The competing individual may be male, or female. All cadets participating in the individual drill phases must be armed.

**PREPARATION AREA.** Individuals will report to the designated drill pad when they are ready to compete. Individuals will fall in outside of the drill area and wait for the judges to be ready for them, then proceed as directed by the Head Judge. All Armed categories are first come, first serve.

**DRILL AREA.** The Armed individual drill will be outside on a concrete or asphalt surface and will measure 30' x 30'. There will be a 10-point deduction for every boundary violation.

**INDIVIDUAL ARMED DRILL PRODUCED.** The individual can execute any movement they may have, centered on the Head Judge to report in. The individual will render the appropriate salute when reporting in (Armed Exhibition Salute) When reporting in for the exhibition phase, contestants may create a unique reporting statement. (It must be tasteful and of military fashion.) Timing and judging will begin at this time (Minimum 2 minutes – Maximum 3 minutes). The Head Judge will then direct the contestant to execute the drill phase. Each individual will have a minimum of two minutes and a maximum of three minutes and thirty seconds to execute their routine. A penalty of one point will be deducted from the exhibition drill phase score for each second under or over these time limits. If a weapon is shouldered during the Drill, the contestant will be disqualified. A penalty will be assessed for each piece of dropped equipment. There are no restrictions on the types of movements a team performs for its drill routine; however, precision, originality, and difficulty are among the criteria used for grading. Grading and timing will cease when the contestant renders the salute to report out. The contestant need not be in any specific position in the area in order to report out.

## SECTION 10—WARRIOR CHALLENGE

Detachment 847 insists that cadets participating in the Warrior Challenge be in top shape and prepared for a physical challenge.

**PHYSICAL FITNESS TEST.** This test will consist of maxing out push-ups and sit-ups within 1 minute, a plank test, and a HAMR run. Members will receive age and gender-specific composite scores based on the following maximum component scores: 20 points for push-ups, 20 points for sit-ups, 20 points for planks, and 60 points for the HAMR run race for a max total of 120 points per cadet. Scoring will come directly from AFPC Fitness Scoring Charts. Combat Fitness Test. Physical Training gear will be worn for this event. The group's score will be calculated by adding each member's score together.

### **TEAM COMPOSITION.**

- a. **Each team will consist of four team members, with at least one female.**

**EQUIPMENT.** Cadets participating in the warrior challenge must wear their unit's issued physical training gear and running shoes, cleats are not authorized. Cadets failing to bring proper attire will not be permitted to participate in the challenge.

### **WARRIOR CHALLENGE PROCEDURES.**

a. **Push-Ups:** The member will begin in the starting position, with arms fully extended and the body in a straight line from head to heel. The feet may be no more than 12 inches apart. The body should maintain a rigid form from head to heel (the body may not bow unless resting in the up position). The member may rest in the up position only. The member will lower the body to the ground until the elbow is bent at least 90 degrees before pushing back up to the starting position. If the member does not come down far enough, the push-up does not count. The member completes one full push-up after returning to the starting position. If a member rests on the ground (e.g. their knees touch the ground), they will be disqualified and the last number of repetitions counted will be their score. Please refer to the links below for the grading criteria.

b. **Sit-Ups:** The member will lie face-up on the ground. The member's knees will be bent at a 90-degree angle, with the feet/heels in contact with the floor. The heels and buttocks must remain on the floor during the entire assessment. The member's arms will be crossed over the chest with the hands resting on the upper chest. The member may request to have their feet held down with the hands or by putting knees on feet but the monitor may not anchor the member's legs by holding onto the calves. A complete crunch is accomplished when the upper torso of the member is raised off the floor, the elbows touch the knees or thighs, and the upper torso is lowered back to the floor until the shoulder blades touch the floor. Please refer to the links below for the grading criteria.

c. **Plank:** The member will lie face-down on the ground. The members will place their arms at a 90-degree angle, planting their elbows and forearms on the ground. When the Head Judge commands "Ready," all members will rise onto their toes with a flat back and hands not interlocked. The members will hold this until they are unable to, at the point they will drop to their knees, and your plank exercise will be completed.

d. **HAMR Run:** The members will line up at the start line. The head judge will play the video, and the members will listen to the instructions. When the video says start, you will run down to the cone (20 meters away) and wait for the beep to go off. If you don't make it to the other side 3 times, your HAMR run has concluded. We will be using the HMAR test.

Scoring will be based on the placement of the top 3 teams.

- 1st place – 60 points
- 2nd place – 45 points
- 3rd place – 30 points
- 4th place – 15 points
- 10 points for all other participating teams for completion

Please refer to the following links for the grading criteria of the Warrior Challenge:

[Video example](#)

[HAMR Run](#)



## **SECTION 11 – KNOCK-OUT DRILL PHASE**

The Knock-out Drill Phase will be conducted after all other events are complete and competition results are being tabulated. This competition is designed to be fun and build spirit amongst the competitors. A series of stationary drill movements will be given, and cadets will be eliminated until there is 1 winner, that person will win individually and for their school. All judges' decisions are final and may not be questioned. Once a competitor is "knocked out" they are to leave the formation immediately. Any cadet who argues, complains, or otherwise does not comply with these instructions, may cause their entire team/school to be eliminated from the competition. All rules and expectations will be explained before the start of the competition along with an opportunity for cadets to ask questions. A sample of drill commands will also be given before the start of the competitions to allow cadets the chance to get accustomed to the drill sergeant's voice. This competition phase is FREE and has no bearing on the overall outcome of the competition standings. All movements will be in accordance with DAFPAM34-1203.

# UNARMED REGULATION PHASE SCORE SHEET (HEAD JUDGE)

<b>School/Team:</b>	<b>Judge:</b>
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<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>	<i>Movement (5 pts each)</i>	<i>Score</i>
<b>Team Enters and Reports in</b>	<i>Scored Below</i>	27. To the Rear, March	
1. Dress Right Dress		27a. Flight Halt	
2. Ready Front		28. Column of Files from the right/Forward March	
<b>3. PARADE REST</b>		28a. Flight Halt	
4. Flight Attention		29. Column of Threes to the Left March	
<b>5. PRESENT ARMS</b>		30. Column Left March/Forward March	
6. Order Arms		31. Double Time, March	
<b>7. COUNT OFF</b>		32. Quick Time March	
8. Right Face		33. Column Left March/Forward March	
9. Close March		34. Close March/Extend March	
10. Extend March		35. Change Step March	
11. Left Face		<b>35a. FLIGHT HALT</b>	
12. Open Ranks March/Ready Front		36. Column Left March/Forward March	
13. Close Ranks March		37. Column ½ Left March	
14. Left Step March		38. Column ½ Left March	
<b>15. FLIGHT HALT</b>		39. To the Rear March	
16. Left Face		40. To the Rear March/Flight Halt	
17. Right Step March (4-step minimum)		41. Forward March/Eyes Right	
17a. Flight Halt		42. Ready Front	
18. Four Steps Forward March		43. Column Left March/Forward March	
19. About Face		44. Column Left March/Forward March	
19a. Forward March		<b>44a. FLIGHT HALT</b>	
20. Column Right March/Forward March		45. Forward March	
21. Column Right March/Forward March		46. To the Rear March	
22. Column Right March/Forward March		47. To the Rear March	
23. Left Flank March		48. Half Step March	
24. Right Flank March		48a. Forward March	
<b>24a. FLIGHT HALT</b>		49. Left Flank March	
25. Column Left March/Forward March		50. Change Step March	
<b>26. To the Rear March</b>		<b>50a. Flight Halt</b>	
		<b>Report Out and Exit</b>	<i>Scored Below</i>
<i>Column 1 Total</i>	<b>1</b>	<i>Column 2 Total</i>	<b>2</b>

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>	<i>Penalties</i>
1. Entrance and Report In		1. Missing 1 cadet – 10 pts
2. Voice		2. Missing 2 cadets – 20 pts
3. Bearing		3. Boundary Violations (# ____ x 5)
4. Positioning		4. Movement Pause Violations (# ____ x 5)
5. Report Out and Exit		
	<b>3</b>	<i>Total Penalties</i>
		<b>4</b>

*Column 1 Total*  

1

+

*Column 2 Total*  

2

+

*Commander Action Score*  

3

-

*Total Penalties*  

4

=

*Total Head Judge Score*  

max=295

# UNARMED REGULATION PHASE SCORE SHEET (ASSISTANT JUDGE)

<b>School/Team:</b>	<b>Judge:</b>
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Zero for omitted items. A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> .			
Movement (5 pts each)	Score	Movement (5 pts each)	Score
<b>Team Enters and Reports in</b>	<b>Scored Below</b>	27. To the Rear, March	
1. Dress Right Dress		27a. Flight Halt	
2. Ready Front		28. Column of Files from the right/Forward March	
<b>3. PARADE REST</b>		28a. Flight Halt	
4. Flight Attention		29. Column of Threes to the Left March	
<b>5. PRESENT ARMS</b>		30. Column Left March/Forward March	
6. Order Arms		31. Double Time, March	
<b>7. COUNT OFF</b>		32. Quick Time March	
8. Right Face		33. Column Left March/Forward March	
9. Close March		34. Close March/Extend March	
10. Extend March		35. Change Step March	
11. Left Face		<b>35a. FLIGHT HALT</b>	
12. Open Ranks March/Ready Front		36. Column Left March/Forward March	
13. Close Ranks March		37. Column ½ Left March	
14. Left Step March		38. Column ½ Left March	
<b>15. FLIGHT HALT</b>		39. To the Rear March	
16. Left Face		40. To the Rear March/Flight Halt	
17. Right Step March (4-step minimum)		41. Forward March/Eyes Right	
17a. Flight Halt		42. Ready Front	
18. Four Steps Forward March		43. Column Left March/Forward March	
19. About Face		44. Column Left March/Forward March	
19a. Forward March		<b>44a. FLIGHT HALT</b>	
20. Column Right March/Forward March		45. Forward March	
21. Column Right March/Forward March		46. To the Rear March	
22. Column Right March/Forward March		47. To the Rear March	
23. Left Flank March		48. Half Step March	
24. Right Flank March		48a. Forward March	
<b>24a. FLIGHT HALT</b>		49. Left Flank March	
25. Column Left March/Forward March		50. Change Step March	
<b>26. To the Rear March</b>		<b>50a. Flight Halt</b>	
		<b>Report Out and Exit</b>	<b>Scored Below</b>
<b>Column 1 Total</b>	<b>1</b>	<b>Column 2 Total</b>	<b>2</b>

Commander Actions: (10 pts Each)	Score
1. Entrance and Report In	
2. Voice	
3. Bearing	
4. Positioning	
5. Report Out and Exit	
	<b>3</b>

<b>Column 1 Total</b>		<b>Column 2 Total</b>		<b>Commander Action Score</b>		<b>Total Judge Score</b>
1	+	2	+	3	=	max=295

*Det 847 Angelo State University Drill Competition*  
**UNARMED REGULATION PHASE SCORE RECAP SHEET**

**School/Team:**

***Total Head Judge Score***

max=295

***Total Judge #2 Score***

max=295

+

***Total Judge #3 Score***

max=295

+

***Total Judge #4 Score***

max=295

+

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***TOTAL SCHOOL  
UNARMED  
REGULATION SCORE***

max=1180

=

# UNARMED EXHIBITION PHASE SCORE SHEET (HEAD JUDGE)

<b>School/Team:</b>	<b>Judge:</b>
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<i>Graded Area (10 pts each)</i>	<i>Score</i>
<b>1. REPORT IN</b> Verbal report in; all movements to enter floor & report in to HJ	
<b>2. REPORT OUT</b> Verbal report out; all movements to report out to HJ & exit floor	
<b>3. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	
<b>4. Routine FLOOR USE</b> Meaningful use of the entire drill floor	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	
<b>6. Routine MARCHING</b> Dress, alignment and marching proficiency	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	
<b>8. Routine DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	
<b>9. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
<b>10. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	
<b>11. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well-constructed w/fitting transitions	
<b>12. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	
<b><i>Routine Total</i></b>	<b><sup>1</sup></b>

<i>Penalties</i>		
<b>1. Missing 1 cadet – 10 pts</b>		
<b>2. Missing 2 cadets – 20 pts</b>		
<b>3. Boundary Violations (# ____ x 5)</b>		<b>Actual Time</b>
<b>4. Time Violation (Seconds over/under time)</b>		
<b><i>Total Penalties</i></b>	<b><sup>2</sup></b>	

<b><i>Routine Total</i></b>	<b><i>Total Penalties</i></b>	<b><i>Total Head Judge Score</i></b>
<sup>1</sup>	<sup>2</sup>	max=130

# UNARMED EXHIBITION PHASE SCORE SHEET (ASSISTANT JUDGE)

<b>School/Team:</b>	<b>Judge:</b>
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<i>Graded Area (10 pts each)</i>	<i>Score</i>
<b>1. REPORT IN</b> Verbal report in; all movements to enter floor & report in to HJ	
<b>2. REPORT OUT</b> Verbal report out; all movements to report out to HJ & exit floor	
<b>3. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	
<b>4. Routine FLOOR USE</b> Meaningful use of the entire drill floor	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	
<b>6. Routine MARCHING</b> Dress, alignment and marching proficiency	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	
<b>8. Routine DIFFICULTY</b> Routine as presented required MUCH PRACTICE!	
<b>9. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
<b>10. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	
<b>11. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well-constructed w/fitting transitions	
<b>12. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	
<b><i>Routine Total</i></b>	<b>1</b>

<b><i>Total Judge Score</i></b>
<div style="border: 3px double black; padding: 5px; display: inline-block;"> 1 </div>
max=130

*Det 847 Angelo State University Drill Competition*

# UNARMED EXHIBITION PHASE SCORE RECAP SHEET

School/Team:
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*Total Head Judge Score*

max=130

*Total Judge #2 Score*

max=130

*Total Judge #3 Score*

max=130

*Total Judge #4 Score*

max=130

**TOTAL SCHOOL  
UNARMED EXHIBITION  
SCORE**

max=520

*Det 847 Angelo State University Drill Competition*  
**ARMED REGULATION PHASE SCORE SHEET (HEAD JUDGE)**

<b>School/Team:</b>	<b>Judge:</b>
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Zero for omitted items. A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> .			
Movement (5 pts each)	Score	Movement (5 pts each)	Score
<b>Team Enters and Reports in</b>	<b>Scored Below</b>	25. Column Left March/Forward March	
1. Inspection Arms		26. To the Rear March	
2. Ready, Port Arms (or Port Arms)		27. To the Rear March	
3. Order Arms		27a. Flight Halt	
4. Dress Right Dress		28. Port Arms	
5. Ready Front		29. Column of Files from the Right, Forward March	
<b>6. PARADE REST</b>		29a. Flight Halt	
7. Flight, Attention		30. Column of Threes to the Left, March	
8. 15-Count Manual Arms**		31. Column Left March/Forward March	
9. Right, Face/Count, Off		32. Double Time March	
10. Close March		33. Quick Time March	
11. Extend March/Left Face		34. Column Left March/Forward March	
12. Open Ranks March (Ready Front)		35. Right Shoulder Arms	
13. Close Ranks March		<b>35a. FLIGHT HALT</b>	
14. Left Step March		36. Column Left March/Forward March	
<b>15. FLIGHT HALT</b>		37. Column 1/2 Left March	
16. Left Face		38. Column 1/2 Left March	
17. Right Step March		39. To the Rear March	
17a. Flight Halt		40. To the Rear March/Flight Halt	
18. About Face		41. Forward March/Eyes Right	
19. Right Shoulder Arms		42. Ready Front	
19a. Forward March		43. Column Left March/Forward March	
20. Column Right March/Forward March		44. Left Shoulder Arms	
21. Column Right March/Forward March		45. Column Left March/Forward March	
22. Column Right March/Forward March		46. Change Step March	
23. Left Flank March		47. Left Flank March	
24. Right Flank March		47a. Flight Halt	
<b>24a. FLIGHT HALT</b>		<b>Report Out and Exit</b>	<b>Scored Below</b>
<b>Column 1 Total</b>	<b>1</b>	<b>Column 2 Total</b>	<b>2</b>

\*\*consists of: order, right shoulder, left shoulder, present, order arms (US Army TC 3-21.5, pg.4-10)

Commander Actions: (10 pts Each)	Score	Penalties	
<b>1. Entrance and Report In</b>		<b>1. Missing 1 cadet – 10 pts</b>	
<b>2. Voice</b>		<b>2. Missing 2 cadets – 20 pts</b>	
<b>3. Bearing</b>		<b>3. Boundary Violations (# ____ x 5)</b>	
<b>4. Positioning</b>		<b>4. Movement Pause Violations (# ____ x 5)</b>	
<b>5. Report Out and Exit</b>			
	<b>3</b>	<b>Total Penalties</b>	<b>4</b>

<b>Column 1 Total</b>	<b>Column 2 Total</b>	<b>Commander Action Score</b>	<b>Total Penalties</b>	<b>Total Head Judge Score</b>
1	2	3	4	max=290



# ARMED REGULATION PHASE SCORE SHEET (ASSISTANT JUDGE)

<b>School/Team:</b>	<b>Judge:</b>
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<i>Zero for omitted items. A 5-second pause should be maintained after executing all BOLD UPPERCASE COMMANDS.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>	<i>Movement (5 pts each)</i>	<i>Score</i>
<b>Team Enters and Reports in</b>	<b>Scored Below</b>	25. Column Left March/Forward March	
1. Inspection Arms		26. To the Rear March	
2. Ready, Port Arms (or Port Arms)		27. To the Rear March	
3. Order Arms		27a. Flight Halt	
4. Dress Right Dress		28. Port Arms	
5. Ready Front		29. Column of Files from the Right, Forward March	
<b>6. PARADE REST</b>		29a. Flight Halt	
7. Flight, Attention		30. Column of Threes to the Left, March	
8. 15-Count Manual Arms**		31. Column Left March/Forward March	
9. Right, Face/Count, Off		32. Double Time March	
10. Close March		33. Quick Time March	
11. Extend March/Left Face		34. Column Left March/Forward March	
12. Open Ranks March (Ready Front)		35. Right Shoulder Arms	
13. Close Ranks March		<b>35a. FLIGHT HALT</b>	
14. Left Step March		36. Column Left March/Forward March	
<b>15. FLIGHT HALT</b>		37. Column 1/2 Left March	
16. Left Face		38. Column 1/2 Left March	
17. Right Step March		39. To the Rear March	
17a. Flight Halt		40. To the Rear March/Flight Halt	
18. About Face		41. Forward March/Eyes Right	
19. Right Shoulder Arms		42. Ready Front	
19a. Forward March		43. Column Left March/Forward March	
20. Column Right March/Forward March		44. Left Shoulder Arms	
21. Column Right March/Forward March		45. Column Left March/Forward March	
22. Column Right March/Forward March		46. Change Step March	
23. Left Flank March		47. Left Flank March	
24. Right Flank March		47a. Flight Halt	
<b>24a. FLIGHT HALT</b>		<b>Report Out and Exit</b>	<b>Scored Below</b>
<b>Column 1 Total</b>	<b>1</b>	<b>Column 2 Total</b>	<b>2</b>

\*\*consists of: order, right shoulder, left shoulder, present, order arms (US Army TC 3-21.5, pg.4-10)

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
<b>1. Entrance and Report In</b>	
<b>2. Voice</b>	
<b>3. Bearing</b>	
<b>4. Positioning</b>	
<b>5. Report Out and Exit</b>	
	<b>3</b>

<b>Column 1 Total</b>		<b>Column 2 Total</b>		<b>Commander Action Score</b>		<b>Total Judge Score</b>
1	+	2	+	3	=	max=290

*Det 847 Angelo State University Drill Competition*  
**ARMED REGULATION PHASE SCORE RECAP SHEET**

School/Team:

*Total Head Judge Score*

max=290

*Total Judge #2 Score*

max=290

*Total Judge #3 Score*

max=290

*Total Judge #4 Score*

max=290

**TOTAL SCHOOL ARMED  
REGULATION SCORE**

max=1160

# ARMED EXHIBITION PHASE SCORE SHEET (HEAD JUDGE)

School/Team:

Judge:

<i>Graded Area (10 pts each)</i>	<i>Score</i>
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	
<b>3. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/fitting transitions	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
<b>9. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	
<b><i>Routine Total</i></b>	<b>1</b>

<i>Penalties</i>		
<b>1. Missing 1 cadet – 10 pts</b>		
<b>2. Missing 2 cadets – 20 pts</b>		
<b>3. Dropped Rifle (# ____ x 5)</b>		
<b>4. Boundary Violations (# ____ x 5)</b>		<b>Actual Time</b>
<b>5. Time Violation (Seconds over/under time)</b>		
<b><i>Total Penalties</i></b>	<b>2</b>	

<b><i>Routine Total</i></b>	<b><i>Total Penalties</i></b>	<b><i>Total Head Judge Score</i></b>
1	2	max=130

# ARMED EXHIBITION PHASE SCORE SHEET (ASSISTANT JUDGE)

<b>School/Team:</b>	<b>Judge:</b>
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<i>Graded Area (10 pts each)</i>	<i>Score</i>
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	
<b>3. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/fitting transitions	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
<b>9. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	
<b><i>Routine Total</i></b>	<b>1</b>

<b><i>Total Judge Score</i></b>
<div style="border: 3px double black; width: 100px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 80px; height: 30px; display: flex; align-items: center; justify-content: center;">1</div> <div style="margin-left: 10px;">max=130</div> </div>

*Det 847 Angelo State University Drill Competition*  
**ARMED EXHIBITION PHASE SCORE RECAP SHEET**

<b>School/Team:</b>
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*Total Head Judge Score*

max=130

*Total Judge #2 Score*

max=130

*Total Judge #3 Score*

max=130

*Total Judge #4 Score*

max=130

**TOTAL SCHOOL  
ARMED EXHIBITION  
SCORE**

max=520

*Det 847 Angelo State University Drill Competition*  
**ARMED INDIVIDUAL PHASE SCORE SHEET (HEAD JUDGE)**

**School/Team:**

**Judge:**

<i>Graded Area (10 pts each)</i>	<i>Score</i>
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	
<b>3. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/fitting transitions	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
<b>9. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	
<b><i>Routine Total</i></b>	<b><sup>1</sup></b>

<i>Penalties</i>		
<b>1. Missing 1 cadet – 10 pts</b>		
<b>2. Missing 2 cadets – 20 pts</b>		
<b>3. Dropped Rifle (# ____ x 5)</b>		
<b>4. Boundary Violations (# ____ x 5)</b>		<b>Actual Time</b>
<b>5. Time Violation (Seconds over/under time)</b>		
<b><i>Total Penalties</i></b>	<b><sup>2</sup></b>	

<b><i>Routine Total</i></b>	<b><i>Total Penalties</i></b>	<b><i>Total Head Judge Score</i></b>
<b><sup>1</sup></b>	<b><sup>2</sup></b>	<b>max=130</b>

# ARMED INDIVIDUAL PHASE SCORE SHEET (ASSISTANT JUDGE)

<b>School/Team:</b>	<b>Judge:</b>
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<i>Graded Area (10 pts each)</i>	<i>Score</i>
<b>1. REPORT IN &amp; REPORT OUT</b> Verbal report in/out; all movements to enter/exit floor	
<b>2. Team/Cadet APPEARANCE</b> Uniform / overall preparation & presentation	
<b>3. Routine COMPOSITION &amp; FLOW</b> Routine is unique & well constructed w/fitting transitions	
<b>4. OVERALL IMPRESSION</b> Subjective score of entire routine as presented	
<b>5. Team/Cadet BEARING</b> Body & facial control, military carriage	
<b>6. Routine MARCHING</b> Dress, alignment & marching proficiency; use of drill floor	
<b>7. Routine VARIETY</b> Diversity of movements to display overall excellence	
<b>8. Routine PRECISION</b> Exacting, flawless & meticulous maneuvers – “anti-sloppy”	
<b>9. Routine SHOWMANSHIP</b> Flair, style and “wow factor” that turns heads / rivets watchers	
<b>10. Handling of the WEAPON</b> Weapon maneuvers & manipulation look skilled & effortless	
<b>11. Routine DIFFICULTY (Floor)</b> Cadence changes, interweaving and other difficult marching	
<b>12. Routine DIFFICULTY (Aerial)</b> Rifle spins, tosses and throws that leave the hand	
<b>13. MILITARY Flavor</b> Routine proudly befits a military competition	
<b><i>Routine Total</i></b>	<b>1</b>

<b><i>Total Judge Score</i></b>
<div style="border: 3px double black; display: inline-block; padding: 10px;"> <div style="border: 1px solid black; display: inline-block; padding: 5px;">1</div> <div style="margin-top: 10px;">max=130</div> </div>

*Det 847 Angelo State University Drill Competition*  
**ARMED INDIVIDUAL PHASE SCORE RECAP SHEET**

<b>School/Team:</b>
---------------------

*Total Head Judge Score*

max=130

*Total Judge #2 Score*

max=130

*Total Judge #3 Score*

max=130

*Total Judge #4 Score*

max=130

**TOTAL SCHOOL  
ARMED EXHIBITION  
SCORE**

max=520



*Det 847 Angelo State University Drill Competition*  
**COLOR GUARD PHASE SCORE SHEET (HEAD JUDGE)**

<b>School/Team:</b>	<b>Judge:</b>
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**Check the Appropriate Box**

<b>Male Color Guard</b>	<b>Female Color Guard</b>	<b>Mixed Color Guard</b>
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Zero for omitted items. A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> .		
Movement	Value	Score
1. Uncase Colors <sup>3</sup>	25 pts	
2. Report In <sup>1</sup>	10 pts	
3. Colors Reverse March (forward march)	10 pts	
4. Left Wheel March (forward march)	10 pts	
5. Colors Reverse March (forward march)	10 pts	
6. Color Guard, Halt	10 pts	
7. Order Colors	10 pts	
8. Parade Rest	10 pts	
9. Color Guard, Attention	10 pts	
<b>10. CARRY COLORS</b>	10 pts	
10a. Forward March	10 pts	
11. Right Wheel March (forward march)	10 pts	
12. Right Wheel March (forward march)	10 pts	
13. Colors Reverse March (forward march)	10 pts	
14. Eyes Right	10 pts	
15. Ready Front	10 pts	
16. Left Wheel March (forward march)	10 pts	
17. Left Wheel March (forward march)	10 pts	
18. Left Wheel March (forward march)	10 pts	
<b>18a. COLOR GUARD, HALT</b>	10 pts	
19. Report Out <sup>2</sup>	10 pts	
<b>Routine Total</b>		<sup>1</sup>

<sup>1</sup> **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

<sup>2</sup> **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

<sup>3</sup> **Uncase Colors** - all of the movements required to correctly uncase the colors (can be done anywhere on the drill floor).

Commander Actions: (10 pts Each)	Score	Penalties	
1. Voice		1. Boundary Violations (# ____ x 5)	
2. Bearing		2. Movement Pause Violations (# ____ x 5)	
<b>Commander Actions Total</b>		<b>Total Penalties</b>	
		<sup>2</sup>	<sup>3</sup>

<b>Routine Total</b>		<b>Commander Action Score</b>		<b>Total Penalties</b>		<b>Total Head Judge Score</b>
<sup>1</sup>	+	<sup>2</sup>	-	<sup>3</sup>	=	max=245

*Det 847 Angelo State University Drill Competition*  
**COLOR GUARD PHASE SCORE SHEET (ASSISTANT JUDGE)**

**School/Team:**

**Judge:**

**Check the Appropriate Box**

	<b>Male Color Guard</b>		<b>Female Color Guard</b>		<b>Mixed Color Guard</b>
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*Zero for omitted items. A 5-second pause should be maintained after executing all **BOLD UPPERCASE COMMANDS**.*

<i>Movement</i>	<i>Value</i>	<i>Score</i>
1. Uncase Colors <sup>3</sup>	25 pts	
2. Report In <sup>1</sup>	10 pts	
3. Colors Reverse March (forward march)	10 pts	
4. Left Wheel March (forward march)	10 pts	
5. Colors Reverse March (forward march)	10 pts	
6. Color Guard, Halt	10 pts	
7. Order Colors	10 pts	
8. Parade Rest	10 pts	
9. Color Guard, Attention	10 pts	
<b>10. CARRY COLORS</b>	10 pts	
10a. Forward March	10 pts	
11. Right Wheel March (forward march)	10 pts	
12. Right Wheel March (forward march)	10 pts	
13. Colors Reverse March (forward march)	10 pts	
14. Eyes Right	10 pts	
15. Ready Front	10 pts	
16. Left Wheel March (forward march)	10 pts	
17. Left Wheel March (forward march)	10 pts	
18. Left Wheel March (forward march)	10 pts	
<b>18a. COLOR GUARD, HALT</b>	10 pts	
19. Report Out <sup>2</sup>	10 pts	
<b>Routine Total</b>		<sup>1</sup>

<sup>1</sup> **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

<sup>2</sup> **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

<sup>3</sup> **Uncase Colors** - all of the movements required to correctly uncase the colors (can be done anywhere on the drill floor).

<i>Commander Actions: (10 pts Each)</i>	<i>Score</i>
<b>1. Voice</b>	
<b>2. Bearing</b>	
<b>Commander Actions Total</b>	<sup>2</sup>

<b>Routine Total</b>		<b>Commander Action Score</b>		<b>Total Judge Score</b>
<sup>1</sup>	+	<sup>2</sup>	=	max=245

*Det 847 Angelo State University Drill Competition*  
**COLOR GUARD PHASE SCORE RECAP SHEET**

**School/Team:**

**Check the Appropriate Box**

	<b>Male Color Guard</b>		<b>Female Color Guard</b>		<b>Mixed Color Guard</b>
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***Total Head Judge Score***

max=245

+

***Total Judge #2 Score***

max=245

+

***Total Judge #3 Score***

max=245

+

***Total Judge #4 Score***

max=245

=

**TOTAL SCHOOL COLOR  
GUARD SCORE**

max=980

*Det 847 Angelo State University Drill Competition*  
**WARRIOR CHALLENGE SCORE SHEET**

<b>School/Team:</b>	<b>Judge:</b>
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Head Judge	Member One	Member Two	Member Three	Member Four	Notes
<b>1. PUSH-UPS</b> Write the number of Push-ups completed					
<b>2. SIT-UPS</b> Write the number of Sit-ups completed					
<b>3. PLANK</b> Write the time for the plank					
<b>4. HAMR RUN</b> Write the number of repetitions completed					
(Max Points 480)	<b>PAGE TOTAL:</b>				