

2009
NJROTC Nationals
Academic, Athletic & Drill Championships
STANDARD OPERATING PROCEDURES

Rev. 2 – 7/30/08

SECTION 1 - EVENT OVERVIEW

A. This NJROTC Nationals SOP

1. Congratulations! You are to be commended for your fine work in preparing a unit eligible to attend the 2009 NJROTC Nationals Academic, Athletic and Drill Championships. The NJROTC Nationals are designed to showcase the finest all-around units in the nation, provide all cadets with an opportunity to compete against the best the Navy has to offer, and experience the excitement of traveling to such an outstanding facility as NAS Pensacola, Pensacola, Florida.
2. This SOP will include all information that is pertinent to the competition and necessary for your school's preparation & attendance at the NJROTC Nationals. Along with the rules and regulations of the meet, there will also be extensive information on the management of the event by Sports Network International, Inc. (SNI).
3. Once you have read this SOP and agree to all of its terms and conditions, please sign and have notarized the Acceptance of Responsibility Form located in this NJROTC NATIONALS School Folder in Section 2, Page 2-1. As the form indicates, please return it to SNI by the date on the form. No school or organization may compete at the NJROTC NATIONALS without the proper submission of this form.
4. All units must maintain the NJROTC Standard Release Form (NJROTC Health Risk Screening Questionnaire - NSTC form 1533/10 G) for all participating cadets. Units must have completed and have these forms on-site for each cadet. All cadets competing within the athletic portion of the competition must complete their participation sports physicals and risk screening questions prior to attendance at the Navy Nationals competition. While not required, it is strongly suggested that all cadets attending the Navy Nationals maintain these items.
5. All competitors, instructors, and team supporters are subject to comply with all of the rules & procedures of this SOP and of the NJROTC NATIONALS. Any items not specifically covered by the regulations of this meet will be at the discretion and determination of NSTC, with input from SNI.

B. Event Management & Sponsorship

1. The NJROTC Nationals are sponsored by NSTC, supported by the Navy League and managed by national event management company, Sports Network International, Inc. (SNI). As the Event Manager, SNI is responsible for organizing the competition. This includes but is not limited to: setting up the rules & procedures, scoresheets, training judges, formulation of maps and competition schedules, providing competition T-shirts and medallions to all competitors, on-site event management as well as post-event scoring packages for all competing units.
2. Much of the on-site, advanced groundwork for the NJROTC Nationals will be handled by NSTC HQ. As the hosts, their responsibilities will include but not be limited to: assistance / coordination of billeting and meals, obtaining judges, and local ROTC/JROTC and base support, as well as local transportation needed for teams. They are also the final word on any regulations in use for the competition.
3. **Post-event comments/criticisms/suggestions are welcomed and encouraged! Many of the improvements made to the event annually have been accomplished through the insight of cadets, parents and instructors actually "in the trenches" of the Navy Nationals event. Please feel free to comment not only to your Area Manager, but to Sports Network International if you would like to provide after-action feedback.**

SECTION 2 - GENERAL EVENT SPECIFICATIONS

A. Entering the Event

1. NJROTC Area Managers will nominate **several schools** per area to attend the NJROTC Nationals competition. The criterion for school selection is left to the sole discretion of each Area Manager. Additionally, the previous year champion will be granted an entry space as well. Other factors may be considered at the discretion of the NJROTC Director. This will provide a **well-rounded** competition field to **compete at the Navy Nationals**.
2. Only schools planning to enter and compete within all events at the NJROTC Nationals are eligible and encouraged to attend this prestigious event. All units must be selected far enough in advance to allow those chosen sufficient time to:
 - ◆ *Raise the necessary funds to attend the event.*
 - ◆ *Meet the minimum paperwork and timeframe deadlines set forth within this S.O.P.*
3. All nominated units who plan to attend the NJROTC Nationals, upon their firm decision, **must download and forward to SNI a completed NJROTC NATIONALS SCHOOL REGISTRATION FORM immediately after they have been nominated.**
4. Schools will formulate a Master Roster that will represent their NJROTC Unit at the NJROTC Nationals. This roster may have a maximum of 40 persons listed. A sample Master Roster can be found in Section 2 of this folder. All cadets who are on the team are required to stand Unit Personnel Inspection. This roster will also be broken down into sub-teams where individual cadets are competing to include:
 - *15-person Academic Exam Team*
 - *Push-up & Curl-ups teams*

NOTE: More than 40 cadets may attend but only a maximum of 40 who stand inspection may compete in any facet of the event. Additional cadets are treated as spectators and are ineligible for any event ***without exception.***

B. Competition Discipline & Conduct

1. Although discipline problems are not expected at a drill meet of this caliber, addressing problem situations now is the best way to halt any future unpleasant problems. While all cadets are obviously to be on their best behavior at the NJROTC Nationals, there are a few key points that bear repeating. NSTC and NAS Pensacola reserves the right to remove **any** individual, group or competition unit from any event or facility for destructive or profane conduct, cheating, or any other actions unbecoming military personnel or conduct detrimental to the NJROTC Nationals. This includes conduct in or around the competition site or any other related facilities used for the NJROTC Nationals.
2. Dress, conduct and other requirements of cadets and instructors while on-base at NAS Pensacola are under the control of NAS Pensacola. A complete list of base regulations will be included with the school folder. Schools who have any questions regarding these rules and regulations should contact NSTC or the Area 8 Manager.
3. Prior to the event, all cadets and team followers should be briefed on the requirements for sportsmanlike conduct and the traits of character expected of disciplined members of the NJROTC Program, as well as the consequences for lapses in these areas. NSIs are reminded to maintain close control of all cadets at all times; this is particularly important for those cadets who are spectators and supporters of the units.
4. Teams should bring with them all needed equipment to clean & shine shoes, belts, buckles, uniforms etc. Towels or other items found on-site or at hotels are NOT to be used to polish shoes or otherwise ready the uniform. This problem occurs most frequently -- make sure your cadets do not engage in this activity!
5. Teams should be aware that no practice will be allowed in the actual competition areas in use for the competition at any time. All practicing must be done outdoors in the large grass areas adjacent to the competition areas or in vacant parking lots nearby. Under no circumstances will a team be allowed to practice in any competition area, either in the days/hours before or during any breaks in the competition as well.
6. Area Managers are heavily involved with supporting all event judges and other scoring officials to ensure rules within this S.O.P. are followed. **SCHOOLS ARE NOT PERMITTED** to approach either any event judges directly on any matter. Schools must go to the Area Manager(s) assigned to that competition venue OR to their own Area Manager to bring forth any event-related issue.
7. **Once a competition unit moves into the Ready Area for either Unit Personnel Inspection and/or Drill competition events, only uniformed NJROTC instructors may physically interact with the unit in any capacity. All other parents, spectators and well-wishers must move to the bleachers to support the team. THIS WILL BE STRICTLY ENFORCED!**

SECTION 3 - COMPETITION RELATED ITEMS

A. Competition Venue and Venue Related Items

1. The overall 2008 Navy JROTC Nationals competition will take place at the Naval Air Station, Pensacola, Florida. Being a huge, multi-tasked facility, NAS Pensacola is ideal for an event of this magnitude. This facility is very easy to get to by air or ground and is located in northwest Florida. Teams may fly into Pensacola, or may get better airfares flying into nearby Mobile, Alabama (roughly 55 miles West of Pensacola).
2. While the weather is uncertain for springtime events in Pensacola, plans are to attempt to have all athletic **running** events outdoors **with the push-up/curl-up event indoors (specific time/location of push-up/curl-up events to be determined)**. While rain showers will **likely** not move the event indoors, lightning or other dangerous outdoor weather conditions (or even the later threat of such) will dictate some or all athletic events moving indoors. Details regarding these actions are contained within this S.O.P. under, "Section 10 - Athletic Events".
3. All non-athletic events are scheduled to be held within a single building on base. The Unit Personnel Inspection, Academic Exam, drill events and knockout drills are all scheduled to be held in large rooms within this building. The primary room in use is a 140'x266' hanger within the building. The hanger maintains tall ceilings, concrete floors, nearby restrooms, as well as adequate but limited floor seating.
4. The Academic Exam is scheduled to be held in a massive atrium/hallway within this building, after building business hours (therefore, the building will be practically empty except for our cadets). Two exam times will be scheduled on Friday evening.
5. Specific room names and specific on-base and off-base directions have been included within this folder.
6. NSTC will ensure on-base room(s) available for males & females to quick change uniforms between events on Friday. However, the event schedule has been designed to keep this from being an issue in most cases. With teams staying "off-base", please organize your team to ensure you have all necessary items with you when needed. The restroom areas on-site are not designed to be used as a changing facility. Additionally, the restroom areas on-site should be left CLEANER that when you arrived.
7. While medical services will be available on-site, it is HIGHLY recommended that all units maintain a basic first-aid kit to attend to minor injuries sustained while performing, practicing or other times when not competing. SNI will have minimal first-aid supplies available at the Information Desk (Band-Aids, cold-packs, etc.). Should you require immediate medical assistance while at the athletic/drill portion of the event, please go to the Information Desk or First-Aid station (see map on page 3-5 / 3-6).

B. Billeting, Meals and Ground Transportation

1. NSTC will coordinate all local event issues. Meal Plans will also be available to all schools and their spectators. Billeting and local transportation is largely off-base and the responsibility of each school to arrange. A listing of local hotels and room rates has been prepared by NSTC and is available through their offices.
2. Schools will submit two complete lists of attending personnel to SNI (one list for competing cadets, one list for instructors, non-competing cadets and other spectators). These lists will specify who is receiving the \$15.00 team package and the optional base meal plans in addition to the competing cadets. All fees for team packages and meal plans will be submitted to SNI along with the corresponding paperwork. After submission, any revisions to these lists must be called in to SNI.
3. Travel arrangements should be made by the unit's SNSI or NSI as far in advance as possible.

C. Planned Event Schedule

1. The event schedule is tentatively set as follows

- **FRIDAY – ALL DAY:**

0800 – 1400

UNIT PERSONNEL INSPECTION / COLOR GUARD / TEAM PHOTO

1100 – 1730

ALL TRACK AND FIELD EVENTS

1830 (time #1) & 1945 (time #2)

ACADEMIC EXAMS

- **SATURDAY – ALL DAY:**

0800 – 1600

ALL DRILL EVENTS (EXCEPT COLOR GUARD)

1615 – 1730

ARMED & UNARMED KNOCKOUT DRILLS

1745 – 1845

DINNER BREAK

1930 – 2030

AWARDS CEREMONY

SECTION 4 - COMPETITION RULES

A. Team Composition & Event Regulation Standard

1. The official regulations in use for the NJROTC Nationals come from several sources. This NJROTC Nationals S.O.P. will be the superceding regulation in all areas. Procedures and specific details not covered within this S.O.P. will be governed by the NJROTC Cadet Drill Manual (NAVEDTRA 37116), most recent edition. Any items not covered by either of these two sources will be covered by MCO P5060.20, most recent edition. All competition units are expected to follow their prescribed regulations TO THE LETTER in this hierarchy at the event.
2. Each school attending the NJROTC Nationals may be comprised of UP TO 40 competing cadets maximum. No minimum number is required but no team may have MORE than 40 total cadets competing for their school. Everybody you bring up to 40 stands personnel inspection. A complete roster of cadets broken down into teams shall be submitted to SNI in advance of the event as prescribed within the dates and deadlines section of this SOP. Each school entered in the NJROTC Nationals must compete in all events.
3. Every team member must be an NJROTC cadet in good standing. Each cadet selected to attend should be in solid physical condition and fully capable of safely performing the events they have been selected to enter. Teams may elect to bring additional cadets outside those competing to spectate only.

B. Competition Start Times & Schedules

1. The complete Event Schedule (with all event performance times) will be posted on the official NJROTC Nationals website in the days immediately prior to the event. Units should plan to be at the competition ready area at least 15-20 minutes before any scheduled performance time. Sufficient time is allowed in the schedule for you to prepare uniforms for any event, but time is tight!
2. Teams must be in the event ready area immediately prior to the completion of the group just before them. Teams who delay an event due to tardiness may be removed from that event. It is solely your responsibility to ensure the team is ready to perform at the correct time & location.

C. Uniform Requirements

1. The NJROTC Nationals event maintains three distinct phases. Uniform regulation for these phases are as follows:
 - ◆ **ALL Drill Events & the Unit Personnel Inspection:** The correct and official uniform for all drill events shall be **Summer Blues**. Garrison Caps will be required for all cadets. Regulation NJROTC issue **leather oxford shoes** and **name tags** are required for all participating cadets. No Corfram shoes are allowed at any time for any reason, no leather luster polish may be used on any shoes and no anodized brass is allowed! Correctly placed ribbons (NOTE: ALL ribbons earned by each cadet) must be worn. A single silver cord will also be allowed. Uniforms must be altered through only authorized changes to gain maximum points.
 - ◆ **DURING PLATOON EXHIBITION DRILL, UNITS WILL WEAR THIS SAME JROTC UNIFORM.** Deviations from the prescribed uniform as specifically outlined within NAVEDTRA 37116 (most recent edition) will cost teams points during every event at the Navy Nationals.
 - ◆ **Athletic Events:** Entrants must wear appropriate athletic attire - this is left to the discretion of the unit – however, no bare midriffs are allowed. Athletic attire **MUST** be personalized to ensure your unit is identifiable. This may be accomplished through personalized shirts, sash, etc. The key is to *maintain distinctive style, color and/or markings to ensure your unit identification is clear, even from a distance.* Running shoes are required footwear for athletics (NOTE: Shoes **MUST** be worn at ALL TIMES during ALL events).
 - ◆ **Academic Events, Galley and to/from any points on the NAS:** Entrants may wear the standard prescribed military uniform or athletic attire (suggested as sweat pants, sweat shirt and jacket in school colors). Rules regarding athletic attire are that: 1) it must look sharp (nothing ragged, cut-off or sloppy); 2) it must maintain team or school identification, and 3) it must be worn in a manner that is consistent/professional through the unit (i.e., if one member has a jacket, they ALL wear a jacket, shirts all tucked in, etc.). Detailed base regulations are contained within the Navy Nationals Team Folder.
2. Instructors are to wear summer khaki uniform at all times during the competition. The only exception to this is instructors may wear personalized ball caps identifying themselves as being with their particular school/team. Instructors may also wear school athletic attire while PTing.
3. Teams are reminded that no medals of any kind are permitted on uniforms during the competition. Teams may wear medals ONLY during the closing awards presentation ceremony.
4. Teams are allowed to remove name tags and ribbons from uniforms during Platoon Exhibition Drill, Platoon Basic Drill & Color Guard events only. This is done to prevent these items from breaking/ripping a uniform. Uniforms may NOT be altered to diminish their functionality, e.g., sewing pockets shut.
5. Face Painting is authorized for Athletic Events only.

SECTION 5 - EVENTS & SCORING SPECIFICS

A. NJROTC Nationals Events

- The structure of the NJROTC Nationals competition will maintain several changes from previous years. The biggest change will ensure that the four phases of the Navy Nationals event maintain an equal 25% weighting in the overall scoring. Events scheduled to be held at the 2009 NJROTC Nationals are held in the following categories:
 - ◆ **ACADEMIC EXAM** – one event – academic test (provided by SNI, reviewed by NSTC)
 - ◆ **UNIT PERSONNEL INSPECTION** – one event
 - ◆ **DRILL EVENTS** – five events: Armed Platoon Basic Drill, Unarmed Platoon Basic Drill, Armed Platoon Exhibition, Unarmed Platoon Exhibition, Color Guard
 - ◆ **ATHLETICS** – four events: 1)curl-ups, 2)push-ups, 3)16x100-yd relay (inclement weather-standing long jump), and 4)8x220-yd relay (inclement weather-kneeling basketball throw).
 - ◆ **KNOCKOUT DRILLS** – armed and unarmed knockout drills - (not scored towards overall totals)

B. Scoresheets

- Scoresheets are triple-checked by SNI personnel, as well as inputted/totaled on a computer program designed for this event. The scoresheets to be used at this event are located in Section 5 of this folder.
- Complete scoring packages are planned to be given to each school immediately after the Awards Ceremony on Saturday evening. If not available, SNI will mail them after the event. Questions regarding scoring or score tabulation may be addressed either before or after the event by contacting SNI at our office.

C. Scoring and Tie-Breaking

- For all individual event scores, the current model of scoring does not change (Academics, Drill & UPI - highest points win, lowest time in track win and total push-up/curl-ups win).
- In recent years, the Navy Nationals maintained a Proportional Scoring System to determine the overall event championship. This system has worked fairly well, but several of the events maintain very little spread from the top and bottom finishing teams, therefore all teams in that event receive nearly the same score. This in turn makes these events rather pointless and factor little into the overall placement of the school. Because of this limitation and the cumbersome nature of the score computation in this method, beginning in 2009, the event will move to a Placement Point (ordinal) Scoring System to determine both the overall champion, and the Overall Drill Championship / Overall Athletic Championship.
- The **overall** team finish within every event at the Navy Nationals will be awarded a numeric value based on the **placement** earned within each event. First place yields a "1", 2nd place a "2" and so forth. A team's placement in all team events will produce an overall placement point total. The **lowest** point value earned will be considered the highest finisher. Example as follows in drill: a team earns: 7th in Armed Basic; 3rd in Unarmed Basic; 3rd in CG; 6th in Unarmed Ex; and a 2nd in Armed Ex. The aggregate value for this team would be computed as: 7+3+3+6+2="21". Therefore, "21" would be the aggregate score regarding overall placement in drill. The same would occur within Athletics, where a team may receive a 1st place in Oval Relay, a 3rd in Shuttle Relay, 13th in team push-ups, and a 11th in team push-ups. This team would yield a 1+3+13+11="28" total.
- Each event maintains differing point values. Using this model makes overall "points" earned in an event mute – what matters is where you finish in relation to the other schools in each event. The event timing/scoring only counts towards ranking your team among the competing teams in each event. These yield your placement points. These placement points are then added together to make a "Drill Overall Placement" or "Athletic Overall Placement" (note-for U.P.I. and Academics, the top to bottom finishing order will be the event placement as these only maintain one event). The rankings from (1)Academics, (2)U.P.I., (3)Overall Athletic Placement, and (4)Overall Drill Placement are added together to yield the overall event champions.
- The first-level tie-breaker for all overall scoring ties in drill, athletics or event overall would be the team earning the highest single finish in any event. In the above example, this team received a 2nd place finish. If another team also maintained a "21" in placement points but had a 1st place event finish in a drill event, the team with the 1st place finish would win the first-level tie breaker. If they both earned the same highest trophy, then the next highest placement would be looked at, and so on.
- While statistically it is impossible to believe two or more teams could have the EXACT SAME trophy finishes throughout the entire event, it is possible within either drill or athletics. Therefore, in the extremely unlikely event the two teams maintain the EXACT same trophy placements in drill or athletics, the final tie breaker for drill would be the combined score of Armed & Unarmed Basic scoresheets (for drill), or the combined push-up/curl-up team totals (for athletics).

7. All individual event scoring ties will be broken to reflect the proper placement order by re-totaling scoresheets utilizing the applicable tie-breaker in the following order:

All Drill Events & U.P.I. Events:

- ◆ Level #1 – Highest Head Judge's overall score.
- ◆ Level #2 – Highest overall evaluation score (where applicable).
- ◆ Level #3 – Highest Judge 2 total, Judge 3 total, so on.
- ◆ Level #4 – Fewest penalty points total.

Academic Exam & Push/Curl-up Team ties:

- ◆ Level #1 - Highest team median score.
- ◆ Level #2 – Team w/ highest, low scoring cadet.

Relay Event Team ties:

- ◆ Level #1 – Team running in the slowest winning heat.

Academic Exam Individual ties:

- ◆ Level #1 – Individual missing the question found LATEST in the test.

8. Should a tie remain even after applying the above tie breaking methods, the score will be declared a tie and duplicate awards will be presented.

D. Event Protests & Penalties

1. A NSTC representative will be stationed at every competition venue at the NJROTC Nationals. This individual will be responsible to ensure all rules & regulations regarding SOP compliance and NJROTC Cadet Field Manual are followed. This individual may also be approached to begin an official protest.
2. An NSI from any competing team who believes that a team or individual competitor has failed to follow the rules of this meet may bring forward an official protest to the NSTC representative within any competition area. This protest must be made within 30 minutes after the event has completed.
3. This protest will be reviewed and may be finalized in three possible outcomes:
 - **UPHELD:** the protest is upheld and penalty points will be assigned to the offending team. Penalties are subjective and range from MINOR (1 to 25 points) to MAJOR (greater than 25-points to forfeiture of all points).
 - **NEUTRAL:** a rule violation may have occurred but cannot be sufficiently substantiated; or the violation is so minor it is not felt the fairest remedy involves a scoring point penalty.
 - **BASELESS:** no rules were violated and the protest was baseless. This finding will result in the team bringing the protest to be assessed a 25-point penalty on their overall score total for the protested event.

SECTION 6 - TROPHIES & AWARDS

A. Team & Individual Awards

1. Trophies have been expanded to include 1st-5th place awards in all team events as outlined above, as well as an NJROTC Nationals Championship, Runner-up, and 3rd through 5th Place Unit trophies for the top five overall finishing schools. Also, an Overall Drill Championship and Athletic Championship, Runner-up and 3rd Place trophy is awarded.
2. NSTC will award medallions to the top 10 finalists in all individual competitions, including: 1)Male push-ups; 2)Female push-ups; 3)Male Curl-ups; 4)Female Curl-ups; 5)Academic Exam; and 6) Armed & Unarmed Knockout Drills. These medals will all be awarded at the closing night Awards Ceremony Saturday evening.

B. Awards Ceremony

1. The Awards Ceremony will be held following the knockout drills (after the dinner break) on Saturday evening at the NAS Pensacola Museum. No placements are announced or scores posted in advance. The Awards Ceremony is as much a part of the NJROTC Nationals as any team event - all teams are expected to attend. Failure to attend the ceremony without sufficient cause will be construed as a lack of interest and may preclude a future nomination.
2. All teams should attend the awards ceremony in uniform. During the ceremony, when trophy placements are announced, the unit company commander (or their designee) should come to the center stage area to receive the unit's trophy and then return to their unit's formation with the trophy.
3. Seating for parents and other spectators will be in the rear of the facility. Please ensure your parents treat this museum as a living memorial. The static displays are not to be touched and the seating is not to be moved for any reason.

SECTION 7 - THE ACADEMIC EXAM

A. General Information

1. The Academic Exam will consist of 100 multiple choice questions with 60 minutes allowed for completion.
2. **The academic exam will not come from the test bank.** All test questions will come directly from the latest editions of the NS-I/Cadet Field Manual (30 questions), NS-II (30 questions), NS-III (30 questions) and current events (past 60 days before exam - 10 questions). The question will be in typical multiple choice format and easily understood by all cadets. **The test will be constructed by Sports Network International with oversight/review by NETC personnel.**
3. **Standard exam rules apply.** No cellular phones of any kind may be accessible by test takers during the event. Covers of any kind may NOT be worn while taking the academic exam as well. No jackets or other unnecessary clothing items may be worn. **Cadets will be encouraged to use the bathroom BEFORE the test begins. Any cadet who must leave the room for any reason after the test has begun will end their test at that point.**
4. **New for this year, SNI will produce the academic test as per the specs outlined herein. This test will then be reviewed by NSTC for accuracy.**

B. Team Composition & Test Taking Specifics

1. Academic Exam teams will be comprised of **15 cadets**. Each team will be given a single exam time. At this time, all academic exam team cadets will take the exam together. Multiple schools will take the test at the same time and in the same location.
2. No cadets may enter the exam area once the test has begun until the official end time of the exam 60 minutes after the start. Any cadet who must leave the exam area prior to the official completion of the event must turn in the exam at that point.
3. Cadets will sign out a complete exam package. This exam package will include: pencils, scratch paper, Scantron bubble sheet, and the test itself. Brief instructions will be given. At the completion of instructions, the test will be opened by the cadets. Sixty minutes will be allowed to complete the exam.
4. When a cadet has finished the exam, he/she should sit quietly in their seat. All cadets will be dismissed and turn in their test booklet, answer sheet and scratch paper in an orderly fashion at the conclusion of the test.
5. This is an individual exam taken as a team effort. Keep your eyes on your own work. Do not look around the room for any reason. Any individual found to be cheating in any manner will result in an appropriate penalty up to disqualification of every scoresheet for the ENTIRE TEAM. Do not let this happen to your unit!
6. Cadets should bring NOTHING with them into the room NOR ARE THEY ALLOWED TO REMOVE ANY ITEMS PROVIDED TO TAKE THE TEST. No backpacks, bags, pencils or other items will be necessary. Everything you will need to take the exam will be waiting for you on arrival into the exam room.

C. Exam Grading & Scoring

1. All academic exam cadets will have their exams scored and totaled. The scores from each cadet on the team will be added together giving the team a grand total score. These scores will be ranked in order and the proportional scoring system will then assign a point value to your school.
2. If for any reason less than 15 cadets represent a school in the Academic Exam competition, the total of those who took the exam will be the score for the team. No allowance can be made for teams with less than 15 testing cadets.
3. Each question will have only one correct answer. Bubble sheets marked with no answer or multiple answers to any question will be marked incorrect. Scoring is done by machine and we do not look for "intent" in any score sheet. Because of this, be careful making doodles, stray marks, etc. on your bubble sheet.

SECTION 8.1 - THE DRILL EVENTS

A. Drill Events

- The following events are described within this section and are counted among events identified as "Drill Events":
 - ◆ *Armed Platoon Basic*
 - ◆ *Unarmed Platoon Basic*
 - ◆ *Armed Platoon Exhibition*
 - ◆ *Unarmed Platoon Exhibition*
 - ◆ *Color Guard*
 - ◆ *Knockout Drills (not scored towards overall)*
- Each event maintains differing point values as seen on the scoresheets. These points only count towards ranking your team within all of the competing teams in each event.

B. Drill Area Sizes and Specifics

- 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>	85' x 70'	<i>(main arena - concrete flooring)</i>
◆ <i>Armed & Unarmed Platoon Exhibition Drill</i>	85' x 70'	<i>(main arena - concrete flooring)</i>
◆ <i>Color Guard Drill</i>	75' x 75'	<i>(main arena - concrete flooring)</i>
- Drill areas are created using blue fluorescent tape connected to 20" traffic pylons on the floor. All drill areas use a single entrance/exit point. This point will vary depending on the drill area (see maps). All drill area entrances are 25' wide. This is the only point where a team may enter/exit the drill area - ***no exceptions***.
- The Head Judge in ALL drill events and U.P.I. (**to include exhibition drill**) will be fixed. The Head Judge will be positioned **directly against an orange cone along the tape boundary clearly denoted on the event diagram. The orange cone allows the Cadet Commander to better align the cadets using peripheral vision.** This will be the location the unit will execute Report-In/Out and Eyes Right/Left. This is the position where the cadet commander should execute these maneuvers REGARDLESS OF THE PHYSICAL POSITION OF THE HEAD JUDGE. It is the JUDGES RESPONSIBILITY to be on this spot at the correct time. Units who feel the judge was stationed in the wrong position may approach the Area Manager stationed within the event for a clarification.
- 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 Performance Regulations

- 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)"***
- 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/Unarmed)** - 12 cadets plus a commander min. no max. limit – no guidon permitted but unarmed guide in Unarmed Ex and Armed guide in Armed Ex are permitted but NOT REQUIRED.
 - ◆ **Knockout Drill (Armed/Unarmed)** - All cadets on the NJROTC competition roster may enter both Armed & Unarmed Knockout
- 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).
- 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.
- 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.
- 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.
- 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 NJROTC Nationals competition. Also, no bayonets, handguns (demilitarized or otherwise), special effects, music or musical instruments, (bugles, drums...ANY musical instrument), 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 NJROTC Nationals 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 all Drill competition events, only uniformed NJROTC instructors may physically interact with the unit in any capacity. All other parents, spectators and well-wishers must move to the bleachers to support the team. THIS WILL BE STRICTLY ENFORCED!**

D. General Drill Rifle Requirements & Regulations

1. To compete at the NJROTC Nationals 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.
2. 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.
3. 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).
4. 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.
5. 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 (HANCED, 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 score sheet 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 at the NJROTC Nationals 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.
3. Area Managers will be responsible for the awarding of major/minor penalties for teams that violate regulations found within this Navy Nationals SOP that may or may not be caught by event judges. These penalties are subjective based on the nature of the offense and/or the advantage gained from such violation.
4. The SAME JUDGES will judge each team in a particular event. Qualified, active duty individuals from NAS Pensacola and/or surrounding Naval/Marine Corps installations will judge each event wherever possible.
5. It should be noted that NSTC goes to great lengths to obtain the highest qualified judges possible. With the world situation as it is today, these judges can be called away on a moment's notice. NSTC reserves the right to modify the judging make-up noted above, while still maintaining the fairest possible competition for all schools.
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 & decisions are final. Protests regarding violations of Navy Nationals regulations will be considered as prescribed under Section 5, "D. Event Protests & Penalties". No other protests will be considered. Many double check processes are in place to ensure event mistakes are kept to a minimum.
8. As a matter of proper conduct, discussion with judges during the competition about any facet of the NJROTC Nationals 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 Judging Director of the NJROTC Nationals, Justin Gates. Should the issue go beyond the scope of the written SOP and warrant outside input, the Judging Director will consult with the designated NSTC representative.
9. All scoresheets will be collected from event judges by the Area Manager stationed within that event. He/she will ensure an explanation is given for any penalties issued by the judge and that all S.O.P. regs are in effect. The scoresheets will then be quickly scanned to ensure no omitted scores are present. After this brief review, the scoresheets will be given to the runners where they are then taken directly to the scoring table and entered into the Navy Nationals scoring database.
10. A single SNSI or NSI with the competing team just leaving the floor may approach the Area Manager near the entry/exit point for the drill area to learn if any penalties were issued and why. The Area Manager will inform the instructor of any penalties at this point before the next team takes the floor.

G. 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 follows:
 - Armed / Unarmed Platoon Exhibition Min. 6 Minutes - Max. 9 Minutes
3. All performances officially begin along with event timing when **the first cadet of the competing unit crosses the drill area entry point** and it ends when the **last cadet crosses the exit point**.
4. 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 8.2 - 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. To gain a max score, the Cadet Commander is expected to move the platoon to a position front and centered on the Head Judge using correct marching maneuvers (column movements, flanking movements, oblique marching, etc.) with squad leaders in the correct position --- while having the platoon ready to execute the entire Regulation Drill sequence immediately after your Report In. Exactly HOW your unit chooses to do this is left up to the school. The judges will all expect this and look forward to your personal execution of this maneuver.
4. As inferred above, schools must be MARCHED into/out of all Basic drill areas. The use of the Fall In/Fall Out commands are prohibited.
5. As the Basic routine in and of itself is a form of "inspection", cadets are asked within the Basic sequence to execute open ranks before the bulk of their stationary weapon maneuvers are graded. Judges will likely move through the ranks during this portion of the sequence. Cadets should be aware of this and understand that judges moving through the ranks is expected.
6. All commands given by the unit leader while the platoon is halted will be 6 paces in front of the unit.
7. 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.
8. **New in 2009, the Cadet Commander WILL NOT move to check alignment of cadets. Cadets who drill at this level do not need this time-intensive maneuver. Any Cadet Commander doing so will be giggered hard by the judges.**
9. Teams should review this Standard Operating Procedures in its entirety before readying their Platoon Basic Unit for the NJROTC NATIONALS.

B. Judging & Scoring

1. 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.
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 worthy of attending the NJROTC Nationals 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. The position of the head judge is fixed and denoted by a **large orange cone** 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 drill area layout for the exact position of the Head Judge.**
4. 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, located in Section 5 of this folder under "Event Scoresheets".

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 8.3 - 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 NJROTC Nationals. 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 of the NJROTC Nationals.
4. Splits or other gymnastic-style movements have no place in this military competition and will likely 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 guides are optional for armed and unarmed exhibition 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 will **be in a fixed location to ensure the team faces the primary spectator area** for the Report In and Report Out of the unit. The position of the head judge is denoted by a large **large orange cone** placed on the floor against the boundary. This position will be established on the **competition maps located on the Navy Nationals website**.
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 with the SOP page 4-9 (8.1 – D. 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 events are no-nonsense individuals who in the past have expressed 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 events in a deeply traditional military manner. Schools who like to 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 located in Section 5 of this folder. 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 **5 POINT penalty** is assessed for each occurrence of a dropped drill rifle. This is a significant penalty and should make all units review their routines to ensure this penalty does not occur to them.

SECTION 8.4 - 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 for the NJROTC NATIONALS.
3. Color Guard start times will be exactly 30 minutes following their U.P.I. start times. Schools drawing the early start times on Friday will receive the latest average start times on Saturday to provide the fairest possible overall competition starting grid.

B. Judging & Scoring

1. The position of the head judge is fixed and denoted by a large **large orange cone** 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. Color Guards are reminded that they should report in and out 6 paces from the Head Judge to receive an optimal score.
3. 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 **plus any bonus placement point score earned**.

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
 - 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 the Navy Nationals competition. Combo Covers are NOT AUTHORIZED but JUMS issued white guard belts are optional).
4. 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.
5. 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 in Section 5 of this folder under "Event Scoresheets".

SECTION 8.5 - KNOCKOUT DRILLS

A. General Information

1. All cadets maintained on a NJROTC competition roster may enter both the Armed Knockout Drill and the Unarmed Knockout Drill. There is no separate fee to enter either Knockout competition.
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.
4. No swords are allowed in the Armed or Unarmed Knockout competition.

B. Judging, Scoring and Procedures

1. Knockout Drill judging is handled by 12-15 judges. Knockout is a single elimination event, one mistake and out. All judges' decisions are final. Cadence for the event is rhythmic but NOT 112 to 120 counts-per-minute. These movements will not be published in advance but will be basic, largely stationary commands.
2. Knockout commands will be given in clear, understandable language. However, a few commands may be given which either cannot be executed from the position issued or is a two-part command with only the first part of the command given. These are not trick commands, but are given to test the cadet's ability to both know the military manual of arms as well as to react correctly to any given command.
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 TEN 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 ten 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 9 - UNIT PERSONNEL INSPECTION

A. General Information

1. Unit Personnel Inspection is a required event **for every member of your team at the NJROTC Nationals.**
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. The NJROTC Nationals Unit Personnel Inspection will look for a sharp uniform, as well as a sharp cadet **INSIDE** the uniform! Remember, **all cadets must wear all 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 score sheet for Unit Personnel Inspection is located in Section 5 of this folder. 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.
6. Schools and their followers will be allowed inside the AD Hangar. Schools are encouraged to come forward to the boundary tape to watch **THEIR OWN SCHOOL PERFORM** Unit Personnel Inspection and Color Guard on Friday. However, they are not allowed to "hang around" throughout the morning and watch other schools perform. Along with the advanced prep this encourages, we do not want the bleachers to become a permanent home – there is not enough seating to allow all attendees cadets and spectators a seat throughout the day. When your unit has completed their performance, it will be expected that your group will LEAVE the facility. We are looking for SNSI/NSI interaction to control their own spectators for compliance on this important matter.

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. Unlike past years, the inspection in 2008 and beyond will be 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 Cadet Field Manual (excluding orienteering OR survival). The exact questions asked will not be published in advance for the cadets. 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, I have been instructed that "thus & so" 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 all Drill competition events, only uniformed NJROTC instructors may physically interact with the unit in any capacity. All other parents, spectators and well-wishers must move to the bleachers to support the team. THIS WILL BE STRICTLY ENFORCED!**
3. On the direction of this U.P.I. official, the cadet commander will MARCH the cadets forward (Fall In/Out commands are prohibited) and then face the cadets, 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: **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) thru 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 (guideon). 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 command, thereby exiting from the opposite side of the area from where they entered. Judges will 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.
9. Schools should evaluate the U.P.I. / Friday diagram located in this folder to best understand and properly execute the written directions contained above.

SECTION 10 - ATHLETIC EVENTS

A. Athletic Events

1. The physical fitness competition will be coed in all events within the Athletic competition. Males and females will compete as members of the same team as follows:
 - ◆ **Push-ups: 16 members - (8 males/8 females)** ◆ **8x220-yd oval relay: 8 members - (4 males/4 females)**
 - ◆ **Curl-ups: 16 members-(8 males/8 females)** ◆ **16x100-yd shuttle relay: 16 members - (8 males/8 females)**
2. **The push-up & curl-up competition has been designed to be held indoors. These exact location has yet to be determined. Inclement weather (lightning or torrential rain) will cause the **standing long jump** to substitute for the 16x100yd. relay and the **kneeling basketball throw** to substitute for the 8x220yd. relay.**

B. Athletic Event Specifics

1. All **running events** are scheduled outdoors (weather permitting) and utilize a flat, grass athletic area (Parade Grounds) for the 16x100yd. relay. A standard outdoor ¼-mile track is used for the 8x220yd. relay.
2. In both relay events, teams may have their males and females compete in any order they desire.
3. NSTC is obtaining an on-base facility for quick uniform changing between events on Friday. The restroom areas on-site are not designed to be used as a changing facility. Additionally, the restroom areas on-site should be left CLEANER than when you arrived.
4. Where cones are used for racing lanes, lane violations are penalized when any part of a cadet or his clothing comes in contact with any part of the support cones or crosses the imaginary line created by these cones. Should the cones become dislodged during a performance, a violation will occur when a cadet crosses the point where the cone should have been were it not displaced.
5. No protests can be entertained for judgment calls made by any judges during any facet of the athletic competition. Mistakes WILL be made but understand all judges are well trained and totally impartial. Suggestions for improving NEXT year's competition are welcome AFTER the event is concluded.

C. Relay Event General Regulations

1. Standard soft-soled shoes are expected within all relay events. The overriding regulations regarding illegal footwear within all relay events will be: 1) Metal spikes of any kinds are NOT permitted; 2) Shoes with any type of removable "cleats" (NOTE: whether or not the cleats are actually removed) are also NOT allowed.
2. **Teams will bring their own baton.** The baton shall be of approximate standard track & field size and weight. Batons shall not be tossed. The baton must be passed to the following runner within the 10-yard passing zone.
3. Each runner may only run one time per race.
4. A dropped baton may be picked up by any runner without penalty and no additional dropped baton penalty will be enforced – the delay in retrieving the baton has been deemed penalty enough.
5. Cadets will run in one of several heats. Each heat will contain from 3 to 7 teams. Designations as to heat placement will be presented to teams on arrival on Friday, the day before the event.
6. A staggered start will not be in use. All competitors within a heat will start together utilizing an unassisted start at a single start/finish line (angled steeplechase start for 8x220yd.). Any team failing to finish the race with possession of the baton will receive zero points.
7. All timed events will desire a clean start. If one or two teams jump across the start line early, a **minimum** 5-second "false start penalty" will be assessed to those teams. No re-start will occur.
8. Time Penalties (assessed on a per occurrence basis) are as follows:
 - o **MIMUMUM 5-SECOND PENALTY INFRACTIONS:** False Start; Interference or Breaking Lane Boundary; Throwing a Baton, Failure to Pass the Baton within the Baton Passing Zone. These are minimum penalties. Additional time penalties may be added at the discretion of the meet director should it be felt that the team gained an unfair advantage through their violation and subsequent inadequate penalty imposed.
9. After a baton pass, special attention should be paid by the just completed runner to not wander into the running path of a trailing team. Doing so may cost your team a minimum 5-point interference penalty. A team which is SEVERELY impeded by interference (i.e., runner knocked to the ground, etc. MAY have their total time subjectively modified to reflect a non-impeded finish time OR may be allowed to immediately re-run their relay. This decision is not subject to review/protest and is SOLELY AT THE DISCRETION of the track officials.
10. The position of any runner will be based on their point of contact with the ground. Therefore, a runner will be considered within the passing zone if both feet are in contact with the ground inside the passing zone even if the runner reaches out of the zone to acquire the baton.
11. No participant may leave the track or take short cuts. Any cadet doing so may cause his team to be disqualified.
12. The last runner in both relay events will wear a pull-over vest that will denote them as the final runner for their school. This will assist in getting the correct time and to ensure all 16 runners have participated.
13. Teams are encouraged to post their guidon flag in the grass near the competition site during all athletic events to display to everyone who is competing – SHOW YOUR SCHOOL SPIRIT!

D. General Push-Up/Curl-up Regulations

1. One station will be used for all performing teams, therefore every team will be judged by the same set of judges. This will eliminate any problem of un-even judging between stations. Area Managers will be on hand for the entire competition and will play an active role to ensure judges are fairly and accurately exercising their duties. Area Managers can and will intervene with judges who are allowing incorrect procedures to occur.
2. Both the Push-up & Curl-up competitions utilize a cadence that all competitors must hear clearly to execute the required movements. The male & female cadence will generate 50 push-ups/curl-ups every minute; therefore cadets who can execute correct push-ups/curl-ups throughout will receive a perfect score of 250 for the five-minute period. It is the responsibility of the competing school to ensure that assisting cadets, spectators and others affiliated with the school maintain sufficient quiet to allow the competitors and judges to hear the cadence.
3. Non-competing cadets **MAY NOT** enter the area to hold cadets feet or serve any other required functions. The push-up team and curl-up team must be able to accomplish all of the required tasks set forth in this document without external support from non-competing cadets. Specifically, this means that curl-up cadets may be the only people in the curl-up area. No other cadets may come in to hold the feet of the competing cadets. Teams must practice this in advance to be successful.
4. If the participant breaks form in any manner, the judge will immediately physically touch the cadet on the shoulder and state the violation verbally to the cadet (example: "get in cadence, cadet" OR "arms parallel to the deck, cadet"). Upon hearing this, **THE CADET SHOULD RESPOND AYE, SIR!** The judge will not count incorrectly executed movements. A second break in form announced by a judge WILL cause the judge to again touch the cadet on the shoulder and announce, "Good Job, You're Done" or similar. The judge stops the count and the cadet will not be allowed to execute further push-ups/curl-ups.
5. Males and females will execute both push-ups & curl-ups in the same manner – no gender differences. The time limit for the event is **5 minutes**. NO RESTING IS PERMITTED during either event. The count for each competitor will be recorded immediately following the completion of the event. Cadets are directed to NOT leave their competition area until their count has been recorded from their judge.
6. Cadets who complete the entire five minute segment of curl-ups will be given a one-minute bonus time period to correctly execute as many push-ups/curl-ups as they can, without cadence tape. This one-minute segment total will be used exclusively to break ties and it will not count towards the team scoring total. Cadets who believe they can execute the full five minutes of curl-ups should PRACTICE not stopping at the end when the tape states, "***Cadence Stops – one minute bonus time continues!***" Cadets may not rest in any fashion during this bonus time. The cadence may slow, but not cease. Cadets who break form a single time or fail to continue (cease) as outlined above will have their bonus time sit-up count stopped at that point.

E. Event Specific Rules, Procedures & Regulations

A. PUSH-UPS

1. Push-ups will be performed starting with the body flat on the **deck**.
2. The command in use to start the Push-up competition for each school will be the now famous, "aaand, UP!" A push-up is counted on correct movement to the "UP" position while properly executing the movement in cadence. On the command "UP", the arms will straighten and fully extend, the legs, torso and head will remain in a straight line, fingers forward and directly under the shoulders.. The cadet must maintain this straight body line as well as all other regulations for correct form at all times during the push-up competition.
3. On the command "DOWN", upper arms are parallel to the **deck**, legs, torso & head are in a straight line, fingers forward and under the shoulders. Done correctly, this places the chest roughly 3" from the ground.

B. CURL-UPS

1. Curl-ups will start from the fully prone **DOWN position** with: shoulders on the **deck**, knees bent, thighs at a 45° angle with the ground, feet together and flat on the **deck**, butt in contact with the **deck**. Arms will be crossed on the chest with the hands on the opposite shoulders (NOTE: some competitors have grasped their t-shirts in the past – this is NOT ALLOWED and you will be warned then stopped for this practice. Hands go on the shoulders.)
2. A team member will hold the **FEET** of the competing cadet. Ensure your cadets hold **ONLY THE FEET** of the competitors. Holding the calves, ankles, or legs is not allowed so practice holding **JUST** the feet.
3. The command in use to start the Curl-up competition for each school will be the now famous, "aaaand, UP!"
4. One curl-up is counted each time the elbows touch the **MIDDLE OF THE THIGH** so long as the hands remain in contact with the shoulders & the body originates in the required start position (special note: BOTH shoulder blades must touch the **deck**, butt must STAY on the deck, and back may not "arch").

C. 8x220-YARD OVAL RELAY

1. The outdoor relay is planned to be held on a standard outdoor ¼-mile track. If this is not possible, it will be held on an all-purpose, level grass field outdoors.
2. Each school will have 4 males & 4 females – they may compete in any order.
3. Proper execution of this event will have cadets leaving the start/finish line, running **roughly** 220yds. and then passing the baton to the next runner. Subsequent runners will cover the same ground in the same manner until the last member completes the relay with the baton. See the diagram on page 3-5 for the diagram of the track in use.
4. A single 10-yd baton passing zone will be utilized at the start-finish line. Receiving runners may start their forward run and receive the baton only within this zone. Failure to execute the pass within this zone will result in a 5-second penalty as outlined above under penalties. Please see diagram on page 3-5 for exact locations.
5. The time for each competing school will be recorded immediately following the completion of the heat.

D. 16X100-YARD SHUTTLE RELAY

1. Proper execution of this event will have cadets leaving the start/finish line, running 100-yards to the other end of the arena and passing off the baton to the next runner who will then run in the opposite direction. Subsequent runners will cover the same ground in the same manner until the last member completes the relay.
2. Each school will have 8 males & 8 females – they may compete in any order.
3. A single 10-yd., face-to-face baton passing zone will be utilized at both runner start points. Receiving runners will receive the baton within this zone. Failure to execute the pass within this zone will result in a MINIMUM 5-second penalty as outlined above under penalties. See diagram on page 3-5 for the diagram of the track in use.
4. The time for each competing school will be recorded immediately following the completion of the heat.

E. STANDING BROAD JUMP (INCLEMENT WEATHER only – replaces 16X100yd.)

1. Each school will have 4 males & 4 females – they may compete in any order.
2. The objective of this event is to jump the longest distance from a standing position.
3. Cadets will compete TWO at a time. With the toes of both feet positioned JUST BEHIND the takeoff line, cadets will jump forward as far as possible.
4. No preliminary step or hop may precede the jump. You may bend your knees, lower and raise your body, swing your arms and bring your heels off the floor while preparing to jump. Feet may not leave floor completely except during the jump.
5. A scale marked at one-inch intervals will be placed between each jumper on the floor. The judge will mark the position of the rearmost body contact to the ground following each jump until the measurement has been recorded on the scoresheet.
6. No Practice jumps are allowed. Each cadet will be allowed two jumps. The longest jump will be recorded. All jumps for score are measured from the takeoff line to the rearmost point of ground contact. Measurements are made to the nearest inch. If the candidate falls backwards after landing the judge will mark the body part that touches the ground closest to the take-off line.
7. Any cadet failing to execute the jump within these regulations will receive a ZERO for that attempt.

**F. KNEELING BASKETBALL THROW (INCLEMENT WEATHER only – replaces 8x220yd.)**

1. Each school will have 4 males & 4 females – they may compete in any order.
2. The objective of this event is to throw a basketball as far as possible with great accuracy from a kneeling position.
3. Cadets will compete one at a time. Cadets will kneel BEHIND the throwing line and, using a one-armed, overhead throwing motion, throw the basketball as far as possible.
4. Cadets must ensure that your: 1)hands MAY NOT touch the mat during the test; 2)only your knees & feet may be in contact with the mat during the test; and 3)you must face the throwing line and your knees must remain parallel (alongside each other) at the throwing line and maintain constant contact (may not slide or move) with the ground during your throw.
5. No practice throws are allowed. Each cadet will be allowed two throws. The longest throw will be recorded. All throws are measured from the throwing line to the point the ball touches the ground MINUS the distance away from the target measure line. Therefore, a throw of 50' that is 10' from the target line would receive a score of 40 feet. All measurements are made to the nearest inch.
6. Any cadet failing to execute the throw within the regulations listed above will receive a ZERO for that attempt.



SECTION 11 - PENALTIES

A. General Information

1. This is not meant to be an all-encompassing list of penalties, but it is meant to give Navy Instructors and competitors alike an idea of what NSTC feels will be a MAJOR violation and MINOR violation, with the corresponding penalty points for each. These are as follows:

a. MINOR (0 to 50 point deduction)

- Minor Uniform violations
- Unintentional Boundary Violations
- Dropped Weapon in Exhibition Drill
- Illegal items affixed to a weapon
- Tossing a baton, minor race interference
- Coming late to a drill area!

b. MAJOR (50 points to disqualification)

- Cheating or assisting in cheating during any competition
- Unsportsmanlike conduct
- Illegal Equipment / Glaring Uniform Violations
- Incorrect / Illegal Weapon used
- Intentional Boundary Violations (done to gain an advantage)
- Use of cleats by a track runner, major race interference
- Coming VERY late to a drill area!

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