Subj: LOI FOR 2016 UNIVERSITY OF COLORADO NROTC INVITATIONAL

Encl:

1. POINT OF CONTACT LIST

Colorado Meet OIC
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*Please direct all event based questions to the respective competition OIC. All other questions can be directed to the Meet
1. ORIENTATION

a. The map presented below is oriented in a Northerly direction:

b. The Colorado Meet will take place on and around the University of Colorado-Boulder campus. The endurance race will be held in Boulder Mountain Park, Boulder, CO. The Rifle and Pistol Competitions will be held in Longmont, CO.

A. Key terrain features in our area of operations are outlined in red on the map, and are as follows:

• Carlson Gym – Building 5
• Balch Field House – Building 2
• Farrand Field (Practice Drill Deck) – labeled on map.
B. Weather Conditions: Check weather forecast.

i. Although the temperatures may range from cool-moderate during this time of year, every Midshipman, Marine, and Officer Candidate needs to ensure that he/she is consuming the proper amount of liquid(s), since the body requires a lot of fluids at higher elevation. Just consuming water will not be enough, especially for endurance race competitors. A sport beverage with electrolytes is recommended.

ii. In the event that there is significant precipitation, the endurance race plan will change to a less dangerous route, keeping away from areas of concern in the Boulder Mountain Park. In the event that the weather is so extreme that the backup course is not safe, the endurance race competition will be canceled. Events may also be altered due to safety concerns (i.e. locations, etc). If the weather becomes inclement while the events are occurring, the situation will be assessed and the proper actions will be taken to ensure the competition continues. All personnel must ensure that they have the proper clothing to compensate for temperature and weather changes.

C. Altitude sickness awareness.

i. The University of Colorado-Boulder is located at around 5,400 feet above sea level. Because of this high altitude, participating individuals that are coming from out of state may become susceptible to altitude sickness. There are certain signs which are characteristic of altitude sickness, and all participating members of the meet must be aware of what these signs are as well as the preventative measures needed to negate such a sickness.

ii. Altitude sickness is brought on by reduced air pressure and lower oxygen content. The chance of getting acute mountain sickness (AMS) increases the faster a person climbs to a high altitude. How severe the symptoms are depend on how hard the person exerts their body physically. People who normally live at or near sea level are more prone to altitude sickness.

iii. If any competitor feels any of the following symptoms, in anyway, contact the nearest medical personnel stationed strategically over the campus and or event location. Do not put yourself in a position either dangerous or harmful to yourself or fellow competitors:

a. Difficulty sleeping
b. Dizziness
c. Fatigue
d. Headache
e. Loss of appetite
f. Nausea or vomiting
g. Rapid pulse (heart rate)
h. Shortness of breath with exertion

i. More severe signs include:
   1. Bluish discoloration of the skin
   2. Chest tightness
   3. Confusion
   4. Cough
   5. Coughing up blood
   6. Decreased Consciousness
   7. Gray or pale complexion
   8. Shortness of breath at rest

D. Because attending units will not have had enough time to acclimate to the high elevation, all competitors should take the following preventative measures seriously. All unit OIC’s and personnel in a leadership billet must ensure that they are observing their members for signs of any sickness due to altitude. This includes administering and enforcing preventative measures listed above. The key ways to prevent altitude sickness are as follows:
i. Competitors MUST stay properly hydrated. Acclimating to the high elevation requires constant liquid intake in both the volume consumed and how often it is being consumed as well. In specific terms, this means drinking 4-6 liters of water per day, or around a Gallon. Electrolyte enriched fluids are recommended.

ii. Each competitor should ensure that they have at least eight (8) hours of sleep prior to the event.

iii. Avoid tobacco, alcohol and other depressant drugs. These include barbiturates, tranquilizers, sleeping pills and opiates. These further decrease the respiratory drive during sleeping, resulting in a worsening of symptoms and performance in future events.

E. The Drill and Color Guard events will occur on campus at the University of Colorado-Boulder. The events which will not be held on the campus will be the Rifle Competition, and the Pistol Competition. The Endurance Team Race will begin on campus in the Carlson Gymnasium Pool, and then will move into the Boulder Mountain Park, Boulder, Colorado so that the various Endurance teams will be able to utilize trail systems and Colorado's mountainous terrain. The Rifle and Pistol Competitions will take place in Longmont, Colorado, (approximately 30 minutes North-East of Boulder) in order to utilize excellent shooting range facilities.

2. SITUATION

A. HIGHER'S MISSION. The Commanding Officer’s mission is to host an invitational competition that will draw universities from across the continental United States to the University of Colorado in order to foster Esprit de Corps and motivation within the individual NROTC units.

B. SUPPORT. Because the planned meet will be large in both scope and level of personnel attending, volunteers will be necessary to ensure the fluidity of events. Volunteers will be provided from the Battalion. If not enough volunteers are available, positions will be assigned accordingly. All support will come within the Battalion. Support from other entities, such as the use of facilities off campus will be dealt with by the Colorado Meet OIC and appointed AOIC’s.

C. ATTACHMENTS AND DETACHMENTS.

i. All NROTC units that participate in the 2016 Colorado Meet will be considered attachments to the CU NROTC unit. No other attachments will be designated.

ii. In the event of a major injury, the majority of CU NROTC personnel are CPR, AED, and First Aid Certified and will provide immediate medical assistance until arrival of paramedics.

iii. There will be no detachments

3. MISSION.

The University of Colorado-Boulder NROTC unit will host an invitational competition between Friday, 04 March 2016 and Saturday, 05 March 2016 in order to enhance military bearing and performance among other NROTC units in America, as well as to invoke Esprit de Corps. The competition will include rifle, pistol, color guard, squad drill, platoon drill, and endurance team race events.

4. EXECUTION.

A. COMMANDERS INTENT. To host an Invitational meet that will draw other NROTC units to the University of Colorado to compete in six events that will test their physical endurance as well as their proficiency in drill, and shooting. This will in turn provide the Midshipmen, Marines, and Officer Candidates with a positive training experience. Safety is paramount and all events will be conducted with this in mind.

B. CONCEPT OF OPERATIONS.
C. SCHEME OF MANEUVER.

i. Friday 04 March 2016. Incoming ROTC units will begin the arrival process starting at 1100. All schools should be in touch with their CU NROTC Liaison while traveling to Boulder, Colorado, so that Colorado Meet staff can be prepared for and aware of their expected arrival times.

ii. Upon arrival, schools will receive an Information/Welcome Packet with key dates, times, locations, and other important information for them to reference while in Boulder.

iii. Schools competing in the Rifle Competition will need to check in with the Rifle Competition OIC, MIDN Lealaimatafao, at the Longmont Range at least 30 minutes prior to their team’s scheduled start time. Arriving units with a Rifle team will compete at the range in Longmont, Colorado, in their prescribed order. Check-in procedures for Friday will be completed 2000.

iv. Saturday 05 March 2016 will contain all competitive events except for most of the Rifle competition. Two rifle teams will be shooting on Saturday morning in order to accommodate logistic limitations. On Saturday, the Endurance Race will begin at 0600. The first of the two rifle teams that shoot on Saturday will begin at 0600. Color Guard and Squad Drill will being at 0700. Platoon Drill will begin at 0900.

D. TASKS.

i. Preparations will commence at 1000, Friday 04 March 2016. All incoming units will be in touch via mobile devices with their CU NROTC Liaison to track travel progress from the time they leave their home units until they receive their Information/Welcome Packets upon arrival. The following day, Saturday 05 March 2016 will contain the events of color guard, squad drill, pistol competition, endurance race and platoon drill with the first events beginning at 0600. Advisers, unit commanders, and all participating team members are responsible for familiarizing themselves with the entire contents of this LOI.

ii. The meet will consist of six (6) events:
   1. Rifle Competition
   2. Pistol Competition
   3. Color Guard
   4. Squad Drill
   5. Platoon Drill
   6. Endurance Race

iii. All members of competing teams will conduct themselves as Officer Candidates and will extend the proper respect and courtesy to other teams, judges, unit staff from other schools, and Boulder NROTC Midshipmen staff at all times.

iv. Active duty participants (MECEPs/Officer Candidates) may not command Squad or Platoon Drill. Any class of MIDN or MECEP/Officer Candidate may participate in drill.

v. Each team is required to check in for their event by the prescribed check in time for accountability purposes. Failure to do so could result in a penalty as prescribed by the Invitational Meet OIC. Check in details are as follows:

<table>
<thead>
<tr>
<th>Event</th>
<th>Check-In Time</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Endurance Race</td>
<td>0515 for all teams</td>
<td>Balch Field House</td>
</tr>
<tr>
<td>Rifle Competition</td>
<td>30 minutes prior to scheduled start time</td>
<td>Longmont Range</td>
</tr>
</tbody>
</table>
vi. Each team will be assigned a CU NROTC Midshipman as a Liaison. This guide will be the official point of contact for information concerning location of events and any other instruction they can provide.

vii. Event OICs will ensure that they have constant accountability of their personnel throughout the course of the meet. Accountability will be given at the discretion of the Colorado Meet OIC. All counts will be given to the AOIC. Event OICs will pass proper guidance to their respective volunteers.

viii. There will be no refunds given to teams withdrawing less than seven (7) days prior to the competition.

ix. There will be Information/Welcome Packets distributed to schools on Friday 04 March 2016. These packets will cover:

1. A final review of the competition regulations.
2. Information from the Meet OIC.
3. Pertinent information from all Event OICs.
4. Notification of any last minute changes.
5. Each school will be assigned a CU NROTC liaison.

E. COORDINATING INSTRUCTIONS

i. Event Timeline
   a. 25 January 2016 deadline for RSVP
   b. 15 February 2016 deadline for registration
   c. Plan of the Day: Friday, 04 March 2016

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Location</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>1100</td>
<td>Check in Begins</td>
<td>Wardroom (Stadium, Gate 6, 2nd Deck)</td>
<td>Schools should be in touch with their CU NROTC Liaison about their arrival time. They may pick up Information/Welcome Packets upon arrival.</td>
</tr>
<tr>
<td>1200</td>
<td>Rifle Competition Begins</td>
<td>Longmont Range</td>
<td>See Event Participant List for scheduled shooting times for each team. All teams need to check in 30 minutes prior to their scheduled start time.</td>
</tr>
<tr>
<td>2000</td>
<td>Check in for incoming units ends</td>
<td>Wardroom</td>
<td>All incoming units will have checked in with Colorado Meet OIC and/or CU NROTC Liaison by this time.</td>
</tr>
<tr>
<td></td>
<td>Rifle Competition Staff close for the day. Final two teams will shoot on Saturday starting at 0600</td>
<td>Longmont Range</td>
<td></td>
</tr>
<tr>
<td>Time</td>
<td>Event Description</td>
<td>Location</td>
<td>Details</td>
</tr>
<tr>
<td>-------</td>
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<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>0500</td>
<td>CU NROTC Volunteer Check in/Accountability begins for Endurance Race</td>
<td>Balch Field House</td>
<td>Maps given, questions answered, liaisons assigned. Events are briefed to volunteers and sent to designated areas.</td>
</tr>
<tr>
<td>0515</td>
<td>All Endurance Team members from each school arrive for gear distribution and check-in for Endurance Race and a pre-race welcome from CU NROTC BNCO</td>
<td>Balch Field House</td>
<td>Sign out sheets will be filled out, and an ID card of a representative for each Endurance Team will be held while CU NROTC gear is checked out.</td>
</tr>
<tr>
<td>0600</td>
<td>Endurance Race Commences</td>
<td>Carlson Pool</td>
<td>Team #1 and #2 in the start order will begin at the same time.</td>
</tr>
<tr>
<td>0630</td>
<td>Color Guard and Squad Drill staff arrive. Begin set-up for events.</td>
<td>Balch Field House Carlson Gym</td>
<td></td>
</tr>
<tr>
<td>0640</td>
<td>Color Guard Check-In Begins&lt;br&gt;Squad Drill Check-In Begins</td>
<td>Balch Field House Carlson Gym</td>
<td>Check in for first teams for both events. Schools will check in at least 20 minutes prior to their scheduled start time for both Color Guard and Squad Drill.</td>
</tr>
<tr>
<td>0700</td>
<td>Color Guard and Squad Drill Competitions Commence</td>
<td>Balch Field House Carlson Gym</td>
<td></td>
</tr>
<tr>
<td>0800</td>
<td>Pistol Competition Begins&lt;br&gt;Rifle Competition Ends</td>
<td>Longmont Range</td>
<td>See Event Participant List for scheduled shooting times for each team. All teams need to check in 30 minutes prior to their scheduled start time.</td>
</tr>
<tr>
<td>0840</td>
<td>Platoon Drill Check-In Begins</td>
<td>Balch Field House</td>
<td>Schools will check in at least 20 minutes prior to their scheduled start time.</td>
</tr>
<tr>
<td>0900</td>
<td>Platoon Drill Competition Commences</td>
<td>Balch Field House</td>
<td></td>
</tr>
<tr>
<td>1050</td>
<td>Squad Drill Competition Ends</td>
<td>Carlson Gym</td>
<td></td>
</tr>
</tbody>
</table>
### iii. Food and Refreshments

a. The following times are when food and refreshments will be provided by CU NROTC.

i. Friday (04MAR2016) snacks and drinks for the Pistol Team shooters at the

<table>
<thead>
<tr>
<th>Time</th>
<th>Event Description</th>
<th>Location</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1100-1415</td>
<td>Endurance Teams Finish</td>
<td>The Buffalo (Outside Balch Field House)</td>
<td>Times are estimated based upon approximate time to complete course.</td>
</tr>
<tr>
<td>1140</td>
<td>Color Guard Competition Ends</td>
<td>Balch Field House</td>
<td></td>
</tr>
<tr>
<td>TBD</td>
<td>Chow</td>
<td>TBD</td>
<td>Catered Taco Bar or Sandwich Buffet.</td>
</tr>
<tr>
<td>1230</td>
<td>Pistol Competition Ends</td>
<td>Longmont Range</td>
<td></td>
</tr>
<tr>
<td>1340</td>
<td>Platoon Drill Competition Ends</td>
<td>Balch Field House</td>
<td></td>
</tr>
<tr>
<td>1515</td>
<td>All hands present to form up for the Awards Ceremony</td>
<td>Balch Field House</td>
<td>Schools will muster in formation by school. (specifies TBD)</td>
</tr>
<tr>
<td>1530</td>
<td>Awards Ceremony Begins</td>
<td>Balch Field House</td>
<td>All teams will muster for word form the CU NROTC PNS – Colonel Gough, and CU NROTC BNCO – MIDN 1/C Atkinson. The announcement of the winners distribution of trophies will then commence.</td>
</tr>
<tr>
<td>TBD</td>
<td>Awards Ceremony Ends Dismiss all Units</td>
<td>Balch Field House</td>
<td></td>
</tr>
<tr>
<td>After Awards Ceremony</td>
<td>All Hands CU NROTC Muster</td>
<td>Balch Field House</td>
<td>Event OICs get accountability and conduct a police call of all areas used.</td>
</tr>
<tr>
<td>1800</td>
<td>Evening Social</td>
<td>Attic Bar &amp; Bistro</td>
<td>All invited to attend</td>
</tr>
</tbody>
</table>
ii. Saturday (05MAR2016) A small breakfast and a lunch will be provided. There will also be lunch provided. Lunch will be a catered taco bar from Café Rio. There will be one meal for each person. Please do not take extras or excessive portions so that there will be enough food for everyone.

iii. Competitors in the endurance race will receive food at the conclusion of their race.

iv. Volunteers from CU NROTC will have the opportunity to enjoy coffee, donuts, and bagels in the morning (0700). Located in the Wardroom.

iv. Evening Social
   a. There will be an evening social to foster inter-unit interaction between all individuals present in order to build comradery and establish positive connections that will carry into the fleet.
      i. The social will take place at The Attic Bar & Bistro. All students and staff are invited to attend.
      ii. Dinner will not be offered, but the Attic has a restaurant that individuals can order from. It is recommended you get food before the social. Although the Attic has a restaurant, if everyone who attends the social orders at once, food orders will take a very long time.
      iii. We will have an open bar for draft beers and well liquors up to a certain amount. After that, it will be a cash bar. Soda will also be included on the open bar for those who are not of age or do not wish to consume alcohol.
      iv. There will be pool tables, foosball, and arcade games. Pool and Foosball are free of charge, but arcade games require change. There is a change machine there.
      v. If members from your school wish to order food there, buy more expensive drinks, play arcade games, etc. we suggest they bring cash to the social. But there is also an ATM machine at the location.
      vi. There will be ABSOLUTELY NO UNDERAGE DRINKING. Members of each school will police their own. If there are any violations the individual(s) at fault will be immediately removed and staff will be notified.
      vii. Please be professional and respectful to the staff of Attic Bar & Bistro. Represent your schools well and have fun.

F. Further Competition Guidance
   a. If there are any questions or comments regarding this competition, please contact the Colorado Meet OIC as soon as possible prior to the meet. This will allow the OIC to make any necessary corrections and publish them for all participating in the meet. Any meets with the CU NROTC officers and or OIC staff is not the time to voice any major concerns.
   b. Teams are responsible for coordinating and organizing their own billeting and transportation outside immediate competition events. This means that teams are responsible for getting themselves to all events, including the Rifle and Pistol Competitions in Longmont, CO.
   c. The small unit leader may file an appeal of a decision or act believed to be unfair or in violation of the meet regulations. This must be verbally expressed to the Meet OIC (MIDN 2/C Severs), Meet AOIC
d. Updates to this LOI will be made on the CU NROTC website. Announcements will be sent out to Colorado Meet point of contacts from each school attending when updates are made.

e. The following procedures will be used to determine overall score:

i. Teams must participate in a minimum of 3 events to qualify for the Best Overall Performance.

ii. Teams participating in more than 3 events will use their highest 3 events scores.

iii. Events will be scored by a rating system of 1-5 points. 1st place will receive 5 points, 2nd place will receive 4 points, and so on.

iv. Only one (1) team per school can receive points for an event.

1. For example: if during an event, teams place in the following order: Kansas—A, Colorado, Kansas—B, Utah, Wisconsin, then Marquette. Then, the points would be scored as: Kansas—A (5pts), Colorado (4pts), Utah (3pts), Wisconsin (2pts), and Marquette (1pt). Kansas—B would be omitted from the scoring because Kansas already received 5 points for the event; however, Kansas—B would still be awarded the 3rd place trophy for their achievements.

v. In the event of a tie, the same scoring system will be used; however, only the events in which they competed head-to-head in will be considered.

1. In the event there is still a tie, all events will be considered.

G. Uniform of the Day

a. CU NROTC Personnel

1. Volunteers for the shooting range will wear Woodland MARPATs or NWUs.

2. Volunteers for Color Guard will wear Khakis.

3. Volunteers for Squad Drill will wear Khakis.

4. Volunteers for Platoon Drill will wear Khakis.

5. Volunteers for the E-Race will wear Woodland MARPATs or NWUs.

b. Participants

1. Rifle – Woodland MARPAT/NWU.

2. Color Guard – (Slicked Khakis)

3. Squad/Platoon Drill - (Slicked Khakis)

4. E-Race – (Boots and Utilities, Team shirts are allowed as substitute to NWU/MARPAT Skivvy shirt)
5. ADMINISTRATION AND LOGISTICS

A. ADMINISTRATION

a. The cost of each is as follows:

i. Rifle $175
ii. Pistol $175
iii. Color Guard $75
iv. Squad Drill $75
v. Platoon Drill $75
vi. Endurance Race $75

B. LOGISTICS

a. Government vehicles: Two government vehicles will be used during the meet. One will be dedicated to transportation of CU NROTC personnel and weapons for the Rifle and Pistol Competitions. The other vehicle will be used for transportation for certain components of staffing the Endurance Race

b. Any injuries will be addressed by using the self and then buddy system. It will then be decided if the individual(s) need to be evacuated. Evacuation will be done through the use of a government vehicle, personally operative vehicle, or a Boulder County Medical Vehicle depending the location and severity of the injury (See Medical Evaluation Directions – Enclosure 8).

c. The emergency rendezvous points for extraction during the Endurance Race are at [TBD by MIDN Breen – E-Race AOIC]

d. Driving directions to the nearest hospital will be kept in each vehicle. Maps will be provided in this LOI (See Medical Evaluation Directions – Enclosure 8).

C. SPECIAL EQUIPMENT

a. All endurance team leaders will carry a fully waterproofed cellular phone to provide a means of contact with the safety personnel and vehicles if there should be an emergency. A gear list of this event will be posted in this LOI.

b. Personnel at the Endurance Race checkpoints will also have a cellular phone to keep accountability of the teams as a primary line of communication. Radios will be given to station staff as a second line of communication. If the first and second lines of communication are down, Team Safety Observers will pass word from station to station as they transit the course with their teams until they reach a station that can contact HQ in Stadium 140 by phone.

6. COMMAND AND SIGNAL

A. SIGNAL

a. Team check in will be at 1100-2000 Friday 05 March 2016. The Rifle event will commence at 1200 Friday 04 March 2016. The Endurance Race will commence at 0600, Color Guard and Squad Drill at
b. Checkpoints (E-Race) will report into HQ upon the arrival of every team and periodically (1/2 hour intervals) throughout the event to ensure continuous accountability and communication is maintained.

c. A call will be placed to safety personnel from checkpoints to notify if an emergency medical situation has arisen.
From: Officer in Charge, 2016 University of Colorado NROTC Invitational  
To: Participating Units  
Via: Commanding Officer, NROTC, University of Colorado  

Subj: RIFLE/PISTOL EVENT INFORMATION

1. **Team Members, Scoring, and Awards.** Teams for both the Rifle and Pistol events will consist of four members. These four members do **not** have to be the same for both events. The cumulative total of the four Rifle shooters will count as the team score for the Rifle event and the cumulative total of the four Pistol shooters will count as the team score for the Pistol event. A shooter must complete the course of fire in order for their score to count toward the cumulative total. All scoring will take place after firing has ceased and be available for review and challenging in the Wardroom once all teams have finished shooting. Winners will be announced at the awards ceremony. Trophies will be awarded to the top team for the rifle competition and the top team for the pistol competition. Additionally, the shooters with the highest overall score will be recognized.

2. **Weapons Storage and Transportation.** No weapons will be stored in the range or on campus. It is the responsibility of each attending school to shuttle all equipment needed from the hotel the team is staying in to the range, and to shuttle the team and gear back to the hotel once the stage of fire is completed. All weapons will be transported into the range in their cases. Once removed from their cases, rifle bolts will be open. While transporting the weapons to and from the firing line, the muzzle will be pointed down range or up toward the ceiling at all times.

3. **Coaching and Range Admittance.** Coaching while on the firing line is prohibited. The only personnel authorized in the range while the current teams are firing are their respective team members, MOI, AMOI, and CO. Team captains of the other attending schools can enter for the purpose of coordination only. There will be no entrance into the range once firing has commenced.

4. **Safety.** While in the range area, all shooters will listen and adhere to the commands coming from the Range Safety Officer and Block Officials. If an action is carried out before the proper command is given, such as firing or loading before instructed, the shooter will receive one warning. If the shooter commits a further violation, he or she will be instructed to leave the range, and the team score will only consist of the shooters who have completed the course of fire. Hearing protection is mandatory for all personnel. Eye protection is mandatory for shooters only. Schools must supply their own protection equipment. All personnel and participants will adhere to the following four safety rules:
   
   a. Treat every weapon as if it were loaded.
   b. Never point a weapon at anything you do not intend to shoot.
   c. Keep your finger straight and off the trigger until you are ready to fire.
   d. Keep the weapon on safe until you intend to fire.

5. **Rifle Course of Fire.** Standard NRA rules will be applied in the conduct of this competition. A quarter course will be fired. Ten rounds will be fired in each of the following positions: prone, kneeling, and offhand (standing). Slings are authorized for the prone and kneeling positions only. Slings are not authorized in the standing position. Shooters will receive a total of (40) rounds of ammunition. Five minutes of preparatory time will be allotted before the course of fire to set up equipment on the firing line, get into position and fire up to (10) sighting rounds. The sighting rounds must remain inside the sighting ring (which encircles the center two targets). If there are any rounds outside of the spotting ring, the target closest to the stray round will be scored as a zero. Teams will then have 35 minutes to fire all scoring rounds. One round will be fired at each of the ten perimeter targets to be scored. If two rounds are fired on the same target, the lowest scoring round will be counted.

6. **Pistol Courses of Fire.** The distance for the Pistol course of fire will vary over the course of two different stages. Shooters will be given 5 minutes of preparatory/warm up time. (10) rounds may be fired during this time. Dry firing can also be conducted at this time. A total of 33 rounds will be fired; which will be done in the following two stages:
a. Stage 1: Single Target Engagement Stage (18 rounds)
   1. 25 yard line: 2 shots standing, 2 shots kneeling. Time limit 8 seconds.
   2. 15 yard line: 2 shots standing, 2 shots kneeling. Time limit 6 seconds.
   3. 10 yard line: 2 shots standing. Time limit 2 seconds.
   4. 7 yard line: 2 shots in torso, 1 shot in head. Time limit 3 seconds (X2).
   5. 7 yard line: 1 headshot. Time limit 2 seconds (X2).

b. Stage 2: Each shooter stands in between two lanes. Their targets will be in the lane to their immediate left and immediate right. (15 rounds)
   1. 15 yard line: 2 shots standing on left target, 2 shots kneeling on right. Time limit 8 seconds.
   2. 10 yard line: 2 shots on each target. Time limit 6 seconds.
   3. 7 yard line: 2 shots to the torso on each target, followed by single head shot to each target. Time limit 6 seconds (X2).
   4. 7 yard line: Single head shot on 1 target (timer will state left or right prior to the command “targets”).
   Shooting the wrong target will result in a loss of 5 points.

c. Scoring: Shots that land inside of the “A” zone (Standard IDPA target) will count as 2 points. Shots that land in the “B” Zone will count as 1 point. Shots outside of the A or B zone will count as 0. Shots that occur after the time limit will be counted as 0. A perfect score is 70 points. Alibis will be given to shooters who apply the correct immediate action and attempt to finish the stage. The alibi will be 2 seconds for each remaining shot.

7. **Shooting Equipment.** The CU NROTC shooting team will provide all targets for the competition. Equipment such as slings, shooting mats, scopes, gloves, offhand stands, etc., may be borrowed from CU NROTC upon request prior to the competition. Equipment widely varies and cannot all be listed. For further information on whether a particular piece of gear is authorized, consult the NRA small-bore regulations website or contact CU NROTC Rifle/Pistol OIC.

CU NROTC Colorado Meet Rifle OIC:
  MIDN Abigail Lealaimatafao
  abigail.lealaimatafao@colorado.edu

CU NROTC Colorado Meet Pistol OIC:
  MIDN Patrick Fischer
  patrick.d.fischer@colorado.edu
*Below are directions to the Longmont Shooting Range from CU NROTC’s Battalion Spaces located at Gate 6 of Folsom Stadium (Building 79 on the campus map found on page 2)*

1. Head north on Folsom St toward Arapahoe Ave
   - Distance: 0.1 mi
2. Turn right onto Arapahoe Ave
   - Distance: 1.1 mi
3. Use the left 2 lanes to turn left onto Foothills Pkwy
   - Distance: 29 mi
4. Continue onto CO-119
   - Distance: 14.7 mi
5. Turn right onto County Rd 5
   - Distance: 0.2 mi

**Enclosure (1)**
From: Officer in Charge, 2016 University of Colorado NROTC Invitational
To: Participating Units
Via: Commanding Officer, NROTC, University of Colorado

Subj: COLOR GUARD EVENT INFORMATION

1. Preparation:
   a. The day before the event, the Color Guard OIC and the Color Guard AOIC will walk through the entire event. They will set up the spaces and measure out the proper dimensions for the drill area. The score sheets will be on clipboards with pens ready to hand to the judges.

2. Requirements:
   a. The size of the competition area will be 30x30 yards. All ROTC unit color guards shall consist of five team members: three color bearers (National Colors, USMC and Navy colors) and two rifle bearers. If a team has less than the minimum number of participants, they will suffer a 5-point penalty for each member missing.
   b. All commands and movements are conducted in accordance with (NROTC) MCO P5060.20, AROTC (FM 3-21.5), AFROTC (AFMAN 36-2203)
   c. The Color Guard shall carry the proper flagstaff (9 feet 6 inches) and colors (4.33 feet on the Hoist by 5.50 feet on the Fly) as outlined in the Flag manual MCO P10520.3B
   d. The Color Guard Commander will be the bearer of the National Colors and will give all commands.
   e. The Color Guard Commander must memorize the drill card.
   f. Teams are given ten minutes to complete the drill card.

3. Procedure:
   a. At the scheduled time, the Color Guard Commander will cause his/her color guard to fallout and wait in the ready area just outside of the drill area. Upon notification from the CU guide, the Color Guard Commander will enter the drill area and approach the Senior Judge to receive any preliminary instructions.
   b. Next, the Color Guard Commander will file his/her color guard onto the drill field and report in to the Senior Judge. When reporting in, the Color Guard Commander will: first bring the colors up to carry, then he/she will bring the colors to present, then he/she will say “Good morning Sir, (School name or team name) ROTC requests permission to use your drill deck, Sir.” Example, “Good Morning Sir, University of Colorado Navy Marine Corps ROTC requests permission to use your drill deck, Sir.”
   c. Upon completion of the performance, the Color Guard Commander must request permission to exit the drill area. When reporting out, the Color Guard Commander will: first bring the colors up to carry, then he/she will bring the colors to present, then he/she will say, “Sir (School name or team name) ROTC requests permission to exit your drill deck, Sir”. Example, “Sir, University of Colorado Navy Marine Corps ROTC requests permission to exit your drill deck sir.”

4. Drill Card and Scoring:
   a. Evaluation will be conducted by two judges using the Color Guard evaluation form located below. Scores will be compared between both cards and the aggregate score will be determined by the Senior Judge
   b. The Senior Judge will evaluate the Color Guard Commander and the Color Guard. The Color Guard Commander will be evaluated on every command (implied or incidental), which is given during the competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence. Each of these deductions will be made in accordance with (NROTC) MCO P5060.20, AROTC (FM 3-21.5), AFROTC (AFMAN 36-2203). The deductions can only be challenged by reference to these manuals.
   c. The second judge will also evaluate the color guard by using a separate evaluation form. If the color guard fails to execute a command or the Color Guard Commander fails to give one of the commands listed, the maximum number of discrepancies will be awarded. Penalties for boundary breaks, excessive movements, and communication will also be deducted.
d. The score sheets that are filled out by the judges will stay at the event and held on to by the Color Guard OIC. These sheets and only these sheets will be used by the judges at the end to determine the standings of teams. A Midshipman will fill in an excel sheet with the same information on the written sheet and email it to HQ. The written score sheets will still be the final score and the excel score card is only for HQ to track how teams are doing.

e. Drill Card
   1. March on to drill deck
   2. Present Colors (report to judge)
   3. Carry Colors
   4. Order Colors
   5. Eyes Right, Halted
   6. Present Colors (from Order)
   7. Carry Colors
   8. Forward March
   9. Right Wheel
  10. Left About
  11. Right Wheel
  12. Left About
  13. Left Wheel
  14. Eyes Right
  15. Left About
  16. Mark Time
  17. Order Colors
  18. Parade Rest
  19. Dismiss Colors
5. Scoring Procedures:
   a. Total possible points = 180
6. Color Guard Staff
   a. There will be a person (AOIC) who will be the contact for all the teams. The AOIC will also inform the teams about how to get to the competition deck and where they can practice. If the teams have any questions about times and or questions about anything regarding the color guard event.
   b. An individual on color guard will be in charge of checking gear in and out for color guard. Teams must give something as compensation to get the colors and rifles such as phones or ID’s. This isn’t for anything other than returning the gear in a timely manner.
   c. An individual on color guard will be in charge of the transportation to and from the battalion spaces.
   d. An individual emailing HQ an excel spreadsheet with the completed graded drill card.
   e. Grading will consist of two judges.

7. Supply:
   a. Supply needs include a measuring device to measure out the proper drill deck dimensions. Two M1 Rifles. One American, one Navy and one Marine flag. One rifle case. Three, green, canvas color covers. Two score sheets for each team. Two clip boards and two writing utensils.

8. Movement:
   The gear will be transported to the competition area from the battalion spaces by University of Colorado midshipman staff. The American, Navy and Marine colors will be cased in the unit’s green, canvas carrying bags. The two M1’s will be transported together in the same rifle case. The Midshipman in charge of this movement will be in charge of the equipment until the Midshipman in charge of checking in the equipment, mentioned below, has checked in the gear and has assumed the duties of keeping accountability of the gear. Transporting the gear from the competition area back to the battalion spaces will again be carried out by the University of Colorado Midshipman Staff. The Midshipman in charge of the transportation to the competition area will again assume the duties of keeping accountability of the gear after the gear has been checked out by the Midshipman in charge of gear check in. The gear will then be walked back to the battalion spaces with the American, Navy and Marine Colors in the green, canvas covers and the rifles together in the same rifle case.

9. Checking Out Gear:
   At the beginning of the day, the Midshipman in charge of checking in the gear, will check in the gear from the transportation Midshipman. There will be a sheet of paper that the individual in charge of check out will have. For a school to check out gear they will provide school’s name, time of check out, and what items are being held in place of the gear. Only performance gear will be checked out. Colors and rifles will only be able to be checked at the time of the respective team’s competition time. This time is subjected to change if and only if the event is running fast or slow and their time has been moved earlier or later respectively, or if the team has been asked to compete at a different time by the University of Colorado Midshipman Staff. Once the team has competed, they will check the gear back in and the time will be written down and then retrieve their items.

10. Communication with HQ:
   Communication between HQ and the color guard event will be conducted primarily between the Midshipman sending the score cards to HQ and the event OIC. All questions from the teams will first go to the event AOIC, if not answered, will go to the event OIC and if still not answered will go to the HQ. These communications should not take long as we live in an age of phone calls and text messages. Cell phones and emails will be the primary form of communication between the color guard event and HQ. Runners will also be on standby.

Enclosure (2)
From: Officer in Charge, 2016 University of Colorado NROTC Invitational
To: Participating Units
Via: Commanding Officer, NROTC, University of Colorado
Subj: SQUAD DRILL EVENT

1. The size of the drill area will be approximately 30x30 yards. The squad will consist of a minimum of 6 and a maximum of 10 members, including unit commanders. All members, including the unit commander, will be armed with a M-16 rifle. The use of a guide-on is not required for this event.
   a. Active duty members (MECEPs/OC’s) are prohibited from being unit commanders, however, they may march in the squad.

2. Basic drill movements will be executed pursuant with MCO P5060.20 and NAV/MC 2691

3. Squads will use CUNROTC rifles to conduct drill. 30 rifles will be available during the event, allowing for a minimum of 2 squads to practice prior to competition.
   a. Pre-competition practice will not take place within the competition area. If a squad wishes to practice, they must contact their CUNROTC chaperone who will guide them to an appropriate practice area outside of the competition area. The CUNROTC Chaperone will be responsible for all rifles used by their respective teams.

4. The uniform for those participating in the drill portion of the invitational will be Slicked Khakis (No nametag, ribbons, nor rank)
   a. This uniform is only to be worn in the drill competition area and the surrounding practice areas. It is not an authorized uniform outside the drill competition and surrounding areas.

5. There will be no loud noises from the spectator areas. Unsportsmanlike conduct will result in a point deduction at the discretion of the senior judge.

6. During the competition the judges may move to any position which best allows them to observe the team competing.

7. Score sheets will be distributed following the competition.

8. Forming the Squad
   a. At the scheduled time, the unit commander will command his/her squad to fallout and wait in the ready area. Upon notification from the CUNROTC guide, the unit commander will enter the drill area and approach the Senior Judge to receive the drill card. After any preliminary instructions from the Senior Judge, the unit commander will take a position in the drill area and command the squad to fall in.
   b. Upon issuance of the command to fall in, all movements by the squad and commands given by the unit commander are gradable.
   c. The procedure for forming the squad is as follows:
      i. FALL IN
ii. REPORT

iii. INSPECTION ARMS

iv. PORT ARMS

v. ORDER ARMS

d. The unit commander will then execute an about-face and report the squad to the Senior Judge. When reporting to the Senior Judge, the unit commander will say “Good Morning [Rank of Senior Judge], [school name or team name] is formed and prepared for the conduct of close-order drill.” Once the Senior Judge receives the report, cuts his/her salute, and steps off, the unit commander will cut his/her salute and immediately assume the Senior Judge’s previous position by taking three paces forward and executing an about-face. The unit commander will execute all stationary drill movements from this position (six paces distance from the squad and centered).

9. Halted Movements

a. In order to ensure detailed evaluation of each movement, the unit commander will wait for the Senior Judge to give a verbal signal prior to giving the next command. If the unit commander fails to wait for the signal, he/she will not be corrected by the evaluator and all possible deductions will be made for the movement just executed.

10. After the squad has been formed, the unit commander has reported, and the Senior Judge has given the verbal signal, the unit and unit commander will execute the given drill card.

11. Commands While Marching

a. While the unit is marching, the unit commander may give the commands at his/her discretion. This allows the unit commander to “stack” commands, moving the squad in and out of flanking movements or the oblique as quickly as they deem necessary. Once the squad is halted for any reason, the procedures outlined in bullet 9 will be followed.

b. To use a “Free Movement” (any movement deemed necessary by the unit commander to legally complete the drill card), the unit commander must clearly raise his/her left hand high above his/her head before and while executing this movement. If the hand is not raised, it will be considered an added movement and penalized as such. Unit commanders are allowed 1 “Free Movement”.

c. Following the last command on the drill card, the unit commander will return the drill card to the Senior Judge and join their CUNROTC Chaperone for further instruction.

12. Evaluations

a. Squad Leader

b. The Senior Judge will evaluate the unit commander and the squad. The unit commander will be evaluated on every command (implied or incidental) which is given during the competition. Points will be deducted for improper commands, commands given on the wrong foot or in the wrong sequence, and failure to make obvious corrections. Each of these deductions will be made in accordance to MCO P5060.20 and NAV/MC 2691. Deductions may only be challenged with reference to those documents. The Event OIC has final say on all scoring challenges.
c. Squad
   i. The second judge will evaluate the squad by using a separate evaluation form. If the squad
      fails to execute a command or the unit commander fails to give one of the commands listed,
      the maximum number of penalties shall be awarded.

d. Scoring
   i. Cumulative scores between the Senior and second judges will be used in establishment of
      ranks
   ii. In case of a cumulative tie, the Senior Judge’s Unit Commander score will be used to deter-
      mine the superior squad
   iii. In case of a tie in the Unit Commander’s Score, the General-Effect score will decide the su-
        perior squad.
   iv. In case of a tie in all the above listed categories, the Senior Judge, Judge, and Drill OIC will
       meet to decide on the superior squad.

Squad Drill Card:
1. Fall-in
2. Close/Extend on line
3. Left-Shoulder Arms
4. Right-Shoulder Arms
5. Present Arms
6. Left-Face
7. About Face
8. Column Right From the Halt
9. Right Oblique/In-Place Halt
10. Right Flank
11. Left Flank
12. Column Left
13. Column Left
14. Left-Oblique/Mark Time
15. Column Right
16. Dismiss the Squad
Squad Drill Score Card

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<tr>
<th>Movement</th>
<th>Score on 1-5 Scale</th>
<th>Comments</th>
</tr>
</thead>
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<tr>
<td>Close/Extend on Line</td>
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<td></td>
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<tr>
<td>Left-Shoulder Arms</td>
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<tr>
<td>Right-Shoulder Arms</td>
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<tr>
<td>Present Arms</td>
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<td></td>
</tr>
<tr>
<td>Left-Face</td>
<td>1 2 3 4 5</td>
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</tr>
<tr>
<td>About-Face</td>
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</tr>
<tr>
<td>Column Right from the Halt</td>
<td>1 2 3 4 5</td>
<td></td>
</tr>
<tr>
<td>Right Oblique/In-Place Halt</td>
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<tr>
<td>Right Flank</td>
<td>1 2 3 4 5</td>
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<tr>
<td>Left Flank</td>
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<td>Column Right</td>
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<td>General Effect</td>
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</tr>
</tbody>
</table>

Enclosure (3)
From: Officer in Charge, 2016 University of Colorado NROTC Invitational
To: Participating Units
Via: Commanding Officer, NROTC, University of Colorado
Subj: Platoon DRILL EVENT

1. The size of the drill area will be approximately 50x50 yards. The platoon will consist of a minimum of 14 and a maximum of 23 members, including unit commanders and guide-ons. All individuals will be armed with an M-16 or M-1 Rifles including the unit leader.
   a. Active duty members (MECEPs/OC’s) are prohibited from being unit commanders, however, they may march in the platoon or as the guide-on.
2. Basic drill movements will be executed pursuant with (NROTC) MCO P5060.20 and NAV/MC 2691.
3. Platoons may use CUNROTC rifles to conduct drill or platoons are allowed to use their units rifles if they so choose. 50 rifles will be checked out during the event, allowing for one platoon to practice prior to competition but this is subject to the demand for rifles between both platoon and squad drill.
   a. Pre-competition practice will not take place within the competition area. If a platoon wishes to practice, they must contact their CUNROTC chaperone who will guide them to an appropriate practice area outside of the competition area if space is available. The CU Chaperone will be responsible for all rifles used by their respective teams. Again, a practice area may not exist contact the platoon drill OIC the week before the meet for information on if a practice area will be available.
4. The uniform for those participating in the drill portion of the invitational will be Slicked Khakis (No nametag, ribbons, nor rank)
   a. This uniform is only to be worn in the drill competition area and the surrounding practice areas. It is not an authorized uniform outside the drill competition and surrounding areas.
5. There will be no loud noises from the spectator areas. Unsportsmanlike conduct will result in a point deduction at the discretion of the senior judge.
6. During the competition the judges may move to any position which best allows them to observe the team competing.
7. Score sheets will be distributed to the teams after they have been recorded in the meet data collection system (headquarters).
8. Forming the Platoon
   a. At the scheduled time, the unit commander will command his/her platoon to fallout and wait in the ready area. Upon notification from the CUNROTC guide, the unit commander will enter the drill area and approach the Senior Judge to receive the drill card. After any preliminary instructions from the Senior Judge, the unit commander will take a position in the drill area and command the platoon to fall in.
b. Upon issuance of the command to fall in, all movements by the platoon and commands given by the unit commander are gradable.

c. The procedure for forming the platoon is as follows:
   i. FALL IN
   ii. REPORT
   iii. INSPECTION ARMS
   iv. PORT ARMS
   v. ORDER ARMS

d. The unit commander will then execute an about-face and report the platoon to the Senior Judge. When reporting to the Senior Judge, the unit commander will say “Good Morning [Rank of Senior Judge], [school name or team name] is formed and prepared for the conduct of close-order drill.” Once the Senior Judge receives the report, cuts his/her salute, and steps off, the unit commander will cut his/her salute and immediately assume the Senior Judge’s previous position by taking three paces forward and executing an about-face. The unit commander will execute all stationary drill movements from this position (six paces distance from the platoon and centered).

9. Halted Movements
   a. In order to ensure detailed evaluation of each movement, the unit commander will wait for the Senior Judge to give a verbal signal prior to giving the next command. If the unit commander fails to wait for the signal, he/she will not be corrected by the evaluator and all possible deductions will be made for the movement just executed.

10. After the platoon has been formed, the unit commander has reported, and the Senior Judge has given the verbal signal, the unit and unit commander will execute the given drill card.

11. Commands While Marching
   a. While the unit is marching, the unit commander may give the commands at his/her discretion. This allows the unit commander to “stack” commands, moving the platoon in and out of flanking movements or the oblique as quickly as they deem necessary. Once the platoon is halted for any reason, the procedures outlined in bullet 9 will be followed.
   b. To use a “Free Movement” (any movement deemed necessary by the unit commander to legally complete the drill card), the unit commander must clearly raise his/her left hand high above his/her head before and while executing this movement. If the hand is not raised, it will be considered an added movement and penalized as such. Unit commanders are allowed 1 “Free Movement”.
   c. Following the last command on the drill card, the unit commander will return the drill card to the Senior Judge and join their CUNROTC Chaperone for further instruction.

12. Evaluations
   a. Platoon Leader
      i. The Senior Judge will evaluate the unit commander. The unit commander will be evaluated on every command (implied or incidental) which is given during the competition. Points will
be deducted for improper commands, commands given on the wrong foot or in the wrong sequence, and failure to make obvious corrections. Each of these deductions will be made in accordance to (NROTC) MCO P5060.20 and NAV/MC 2691. Deductions may only be challenged with reference to those documents. The event OIC has final say on all scoring challenges.

b. Platoon
   i. The remaining judges will evaluate the individuals squads/platoon depending on how many judges are available. If the platoon fails to execute a command or the unit commander fails to give one of the commands listed, the maximum number of penalties shall be awarded.

c. Scoring
   i. Cumulative scores between the Senior and second judges will be used in establishment of ranks
   ii. In case of a cumulative tie, the Senior Judge’s Unit Commander score will be used to determine the superior platoon.
   iii. In case of a tie in the Unit Commander’s Score, the General-Effect score will decide the superior platoon.
   iv. In case of a tie in all the above listed categories, the Senior Judge, Judge, and Drill OIC will meet to vote on the superior platoons.
Platoon Drill Card:

1. FALL IN
2. PARADE REST
3. RIGHT SHOULDER ARMS
4. PRESENT ARMS
5. ORDER ARMS
6. RIFLE SALUTE
7. ABOUT FACE (X2)
8. SIDE STEP (RIGHT & LEFT)
9. FORM FOR INSPECTION
10. RIGHT FACE
11. COLUMN RIGHT FROM THE HALT
12. TO THE REAR (X2)
13. COLUMN LEFT
14. RIGHT FLANK/ RETURN TO COLUMN
15. COLUMN HALF LEFT
16. COLUMN LEFT
17. EXTEND/CLOSE WHILE MARCHING
18. MARK TIME/ CHANGE STEP
19. LEFT OBLIQUE/ FORWARD MARCH
20. COLUMN LEFT
21. COLUMN LEFT
22. EYES RIGHT
23. DISMISS THE PLATOON
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<th>Comments</th>
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<td>Rifle Salute</td>
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<td>About Face (x2)</td>
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</table>

Total Score:
General Comments:

Enclosure (4)
From: Officer in Charge, 2016 University of Colorado NROTC Invitational
To: Participating Units
Via: Commanding Officer, NROTC, University of Colorado

Subj: ENDURANCE RACE EVENT INFORMATION

1. Based upon past tradition, the Colorado meet will hold an endurance team race. The location will be in Boulder, CO. The race will utilize Boulder Mountain parks and trails near the University itself. The race will involve swimming, running, and hiking 9 miles with packs and checkpoints along the way. The race will offer an opportunity for different NROTC teams to experience the Colorado terrain, while competing against other teams in an endurance race.

2. From 0600 5 March 2016 until 1430 5 March 2016, CU NROTC will SAFELY conduct the 2015 Colorado meet Endurance Race in order to challenge all participants not only physically, but mentally while running, hiking and swimming. This will lead to further developing skills, exercising teamwork, and overall betterment of the NROTC experience.

3. Execution:
   a. Intent:
      i. At the conclusion of the race all should have an increased awareness of physical fitness, mountain terrain, and unit cohesion.

   b. Concept of Operations:
      i. The NROTC participants will come to the event organized into squads. Squads will consist of 6 NROTC members. Squads will have one member from three classes and one female, active duty are allowed but not required. All activities shall be conducted as squads. This includes everything from preparation to the running of the race. Each squad will face numerous challenges that will require a coordinated unit effort in order to accomplish. Checkpoint and station staff will insure the safety of events and monitor the overall health of each squad.

   c. Tasks:
      i. All participants. Make sure you have the minimum specified gear. See enclosure (2) for required gear. Make sure you have reviewed and understood all documents including LOI and any other attached forms. Make sure you are physically fit and drink plenty of water before arriving to race.

      ii. Squads. Appoint crew leaders No Later Than 17 Feb 2016 and provide name to event coordinator CU NROTC. This individual will represent your squad at all introductory meetings and will be your source of any follow-on guidance and information.

      iii. Appointed crew leaders: Once appointed you will be responsible to ensure all of your assigned squad members are prepared for the race. You will need to ensure squad gear is prepared and ready at the appropriate time. All event tasks will be disseminated through the Squad Leaders.
iv. E-Race Coordinator CU NROTC: Ensure all required documents are given in a timely manner prior to start of race. Coordinate with CU NROTC, City of Boulder, and all other individuals involved to ensure/reserve: race location/spaces used on race day, and the proper manpower is there to proctor the race. Provide event proctors/staff with guidance/assistance as required to ensure all of their assigned tasks get PROPERLY completed on schedule.

v. Quartermaster: Ensure CU NROTC gear is inventoried, marked and ready to support the race in accordance with the posted planning milestone schedule.

d. Coordinating Instructions:
   i. See event timeline page for additional timing information.
   ii. Race will be run in boots and utilities, along with any cold weather gear your team deems necessary.
   iii. Fees – Teams will be charged $75 in order to cover race events.

4. Administration and Logistics:
   a. It should be noted that Boulder Colorado is at a high altitude; hydration before, during, and after the event should not be limited to just water. Electrolytes and carbohydrates that you get from drinks like Gatorade are essential. Consumption of food is allowed during the race. Any items used during the race must be carried by the team before and after consumption.
   b. Advise the CU NROTC E-Race coordinator of any medical issues at least 2 weeks prior to the start of the race. Ensure accurate contact information is displayed in medical documentation. Forward any correction/adjustments to E-Race Coordinator.
   c. See the attached gear list for minimum required gear for each event
   d. Each Squad will carry a first aid kit. Additional first aid supplies will be located at each checkpoint. Squad Leaders will carry mobile phones for emergency use ONLY. In the event there is an incident the procedure will be to assess situation, treat locally if possible, notify the nearest checkpoint, transport the injured to local hospital (if the injury is not severe), or in an extreme case execute a distress call for outside help (911, etc).
   e. Checkpoint staff/proctors ONLY. Once assigned a station, checkpoint staff will be required/responsible for: setting up and maintaining their station, proctoring the station for the incoming squads, gathering necessary materials for that station, insuring proper breakdown of station/returning of borrowed gear.
   f. CU NROTC GEAR. Responsibility of CU NROTC QM.
   g. Squad gear. Squad leaders are responsible for bringing all gear on gear list, and maintain accountability for such gear. CU NROTC WILL NOT PROVIDE ANY MISSING GEAR.
   h. Chow arrangements will be solely on the attending units to provide for themselves.

5. Command and Signal
   a. None

6. Checkpoints and Stations
   a. Starting Procedure:
      i. Squads will be given a map of the course right before they start events in the Balch Field House
      ii. There will be a staggered start. The first two teams will begin at the same time. After a 20-minute interval, the next two teams will start together. This 20 minute interval will continue until the all teams start
iii. Start order will be determined by teams requesting what position they would like to start. Teams who do not request a start position will be placed by our discretion.
b. Squads will be required to complete various tasks at each station. Checkpoints will be placed periodically throughout the course to provide squads with important information.

c. Stations will include:

i. Pool Station (1)
   1. Location: Carlson Pool
   2. Pool station will consist of swimming, push ups, and gutter ups.
   3. Squads will start with one push up then swim down the length of the pool and complete one gutter up. Each member will swim back down the dive well and start the next round.
   4. Next round will consist of 2 push ups and 2 gutter ups. This order will continue until 8 push ups and 8 gutter ups are complete.
   5. Gutter up: Place hands on the edge of the pool. Then, raise body up and out of the water while extending arms.
   6. Each member of squad will participate.
   7. Squads cannot start next round until each member is ready to start.
   8. Gear will be staged on the pool deck.
   9. Boots will not be worn in the pool.
   10. Wet MARPATs/NWUs will be placed in a garbage bag into an empty pack combined with the squads water sources.

ii. Rope Climb and Pull-up Station (2)
   1. Location: CU Balch Field House
   2. Squads will be required to complete 25 rope climbs and 150 pull-ups before leaving to run the course.
   3. Five minute time penalty for each rope climb not completed in 20 minutes.
   4. Teams may distribute the amount of rope climbs and pull-ups however they like to reach a total of 25 rope climbs and 150 pull-ups.
   5. A complete pull-up is bringing the chin over the bar and locking your elbows before attempting to perform another pull-up.
   6. Incorrect pull-ups will not count.

iii. Casualty Run
   1. Location: Balch Field House to the first pair of road guards
   2. Once the team leaves the Balch Field House, one team member must be buddy carried to the first pair of road guards.

iv. Checkpoint (3)
   1. Location: Gregory Canyon Trailhead
   2. Make sure each squad knows where Saddle Rock begins.

v. Checkpoint (4)
   1. Location: Where Saddle Rock meets another trail
   2. Water station

Enclosure (6)
3. Squads must fill water sources

vi. Push Up Station (5)
1. Location: Intersection of Saddle Rock and EM Greenman Trails
2. Squads will be required to complete 241s push ups. (240 years of Marine Corps and Navy and one for Chesty)
3. Only one squad member may be doing pushups at a time. Members’ chest must touch the ground and one squad member must be counting out loud.
4. Other members in squad must be in a plank.
5. Straight and side planks are allowed. Some team members can be in side plank while others are in a straight plank
6. When changing the member doing the pushups, the member previously performing pushups must be in a plank before the next member starts their pushups
7. If a team member breaks plank or does not transition properly, 6 pushups will be added to the total amount

vii. Land Navigation Station (6)
1. Location: Green Mountain Summit
2. Take picture with team flag before plotting land nav points
3. Squads will use land navigation skills to plot points on a map.
4. The map will be from Jack’s Valley.
5. The squad will have six points to plot.
6. When complete, team members will turn in maps and wait for their result. The staff at the checkpoint will grade and have an answer key.
7. Every wrong point will result in five burpees.
8. MUST show an effort to correctly plot the points

viii. Log Presses Station (7)
1. Location: Realization Point
2. Squads will have to do 241 log presses before they can leave station. (240 years of the Marine Corps and Navy and one for Chesty)
3. For a complete log press, the log must be brought over the squad’s heads and lock elbows.
4. Incorrect log presses will not count toward the total amount.
5. Staff at checkpoint will judge for form
6. Each squad will be required to completely fill all water sources at this station.

ix. Squad Sit-ups Station (8)
1. Location: Gregory Canyon Trailhead
2. Squad does 100 linked arm sit-ups.
3. Repitions without everyone upright just don’t count toward the 100

x. Finish Checkpoint (9)
1. Time will be stopped once the entire squad touches the Buffalo in front of Folsom Field.
2. All squad members must finish within 20 seconds of each other.
3. Squad must be change back into boots and utes and carry all gear to the finish

7. Uniform.
a. The uniform is boots and utilities. (Boonie covers are authorized as well as any type of under armor or skivvies that racer’s desire to wear). Colorado has varying temperatures throughout the year, which at times, can be hard to predict. Squads will be required to wear a different set of MARPAT/NWU trouser and blouse in the pool. No boots will be worn in the pool.

8. Gear List (each pack will weight 30 lbs)

   a. Individuals will need to carry a water source. The additional individual and squad gear may be stowed in any of the four packs, but recommended to put in pack with wet MARPATs/NWUs.
   b. Squads will NOT bring their own weight. Weight will be supplied
   c. Squads may bring their own packs. Packs must be dropped off NLT 2000 Friday, 4 March 2016.

9. Map

   a. The specified course is attached Maps will be provided to each squad prior to their start time.

10. Awards

   a. First place trophy will be awarded for this event. Team standings in this event will be added to each Unit’s collective score to help determine the overall meet winners.

---

<table>
<thead>
<tr>
<th>GEAR ITEM</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squad Gear</td>
<td></td>
</tr>
<tr>
<td>(4) Backpacks (ILBE or equivalent)</td>
<td>Will be used to carry gear</td>
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<tr>
<td>Cell Phone</td>
<td>For emergency use only</td>
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<tr>
<td>Duct tape</td>
<td></td>
</tr>
<tr>
<td>Sunscreen</td>
<td></td>
</tr>
<tr>
<td>Note taking Gear</td>
<td></td>
</tr>
<tr>
<td>Trash Bag</td>
<td>To carry team’s trash</td>
</tr>
<tr>
<td>Weight</td>
<td>4 packs will weigh min 30 lbs provided by CU NROTC</td>
</tr>
<tr>
<td>School or unit flag</td>
<td>Required for Station #6</td>
</tr>
<tr>
<td>Garbage Bag</td>
<td>Carry wet MARPATs/NWUs</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td><strong>Individual Gear</strong></td>
<td></td>
</tr>
<tr>
<td>Spare Socks</td>
<td>Min. one pair per person</td>
</tr>
<tr>
<td>Camel back or canteens</td>
<td>Min. of one per person. Min. of 3 qts per person</td>
</tr>
<tr>
<td>Boots</td>
<td></td>
</tr>
<tr>
<td>Trousers</td>
<td>USMC or Navy</td>
</tr>
<tr>
<td>Green/Blue/Brown Undershirt</td>
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</tr>
<tr>
<td>Socks</td>
<td></td>
</tr>
<tr>
<td>Gloves</td>
<td>For cold weather</td>
</tr>
<tr>
<td>Cold weather gear</td>
<td>Gore Tex shell or warming layers</td>
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<tr>
<td>Extra Belt</td>
<td>Cammies in the Pool</td>
</tr>
<tr>
<td><strong>Logistical</strong></td>
<td></td>
</tr>
<tr>
<td>Traction equipment</td>
<td>To be provided by CUNROTC</td>
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<tr>
<td>Extra MARPATs, NWUs and goggles</td>
<td>Required for pool station – trousers and blouse</td>
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<tr>
<td></td>
<td>Will be placed into packs</td>
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<tr>
<td><strong>Log press Station (6)</strong></td>
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<tr>
<td>(4) logs</td>
<td></td>
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<tr>
<td>(3) 5gal water jugs</td>
<td></td>
</tr>
<tr>
<td><strong>Pool Station (1)</strong></td>
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<tr>
<td>Extra MARPATs</td>
<td>If squad forgets extra</td>
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<tr>
<td><strong>Station (4, 5, 6, and 7)</strong></td>
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<tr>
<td>Poleless Litters</td>
<td>Ensure they are all useable</td>
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<tr>
<td>Safety Observers</td>
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</tr>
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<td>Charged cell phone</td>
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</tr>
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<td>Course map</td>
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<td><strong>Checkpoint (4)</strong></td>
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<tr>
<td>(3) Water Jugs</td>
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<tr>
<td>ILBE to carry jugs (3)</td>
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<tr>
<td>Station/Checkpoint Staff</td>
<td>Charged Cell Phone</td>
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<tr>
<td>--------------------------------</td>
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<tr>
<td></td>
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<tr>
<td>Notepad/Pen</td>
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<tr>
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<tr>
<td>Station 5</td>
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<td>Iso-mat for pushups (1)</td>
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<tr>
<td>Station 8</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Finish Checkpoint (9)</td>
<td></td>
</tr>
</tbody>
</table>

**Endurance Race Written Directions:**

**Start:** Begin with the pool evolution at Carlson Gym

- .11 miles - Proceed to Balch Fieldhouse for Rope Climb and Pull-up evolution
- .22 miles - Proceed West out of Balch Fieldhouse to Macky Drive
- Turn right/Head North on Macky Drive, Macky Drive turns into University Ave.
- .88 miles - Continue West on University Ave. to 6th Ave
- Turn left/Head South on 6th Ave.
- .35 miles - Continue South on 6th Ave. to Euclid Ave.
- Turn left/Head East on Euclid Ave.
- .03 miles - Continue East on Euclid Ave. to 6th Ave.
- Turn right/Head South on 6th Ave
- .4 miles - Continue South on 6th Ave. until Baseline Trail
- Proceed West on Baseline Trail
• .37 miles - Continue West on Baseline Trail
• At the Parking Lot, Turn slight left/Head Southwest on Gregory Canyon
• .05 miles - Continue on Gregory Canyon Trail to Saddle Rock Trail
• Turn left/Head South at Saddle Rock Trail
• .8 miles - Continue on Saddle Rock Trail to EM Greenman Trail
• Turn left/Head South at EM Greenman Trail
• .9 miles - Continue on EM Greenman Trail to the Peak of Green Mountain
• At the Peak of Green Mountain, turn right/head West on Green Bear Trail
• .2 miles - Continue West on Green Bear Trail to Ranger Trail
• Turn right/Head North on Ranger Trail
• 1.4 miles - Continue North on Ranger Trail to Realization Point
• Turn left/Head West on Ranger Trail to get to Realization Point
• Once at Realization Point, conduct evolution
• Head East on Ranger Trail to the fork of Ranger Trail and Gregory Canyon Trail
• Turn left/Head North on Gregory Canyon Trail
• 1.4 miles - Continue on Gregory Canyon Trail
• At the parking lot of the Gregory Canyon Trailhead, turn right/head East on Baseline Trail
• .57 miles - Continue East on Baseline Trail to Kinnikinic Road (Chautauqua Park parking lot)
• Turn left/head North on Kinnikinic Road
• Continue on to Baseline Road
• Turn right/head East on Baseline Road
• .06 mile - Continue on Baseline Road to 9th St.
• Turn left/ head North on 9th St.
• .5 miles - Continue on 9th St. to College Ave.
• Turn right/head East on College Ave.
• .4 miles - Continue to College Ave. to the University of Colorado Campus
• Follow the Bike Path under Broadway St.
• .3 miles - Proceed East through the CU Campus (Past the ECON Building) to Colorado Ave.
• Turn left/head North on Colorado Ave.
• Follow Colorado Ave. as it turns right/heads East
• .15 miles - Continue on Colorado Ave. to the Buffalo Statue in front of Folsom Stadium

**Finish:** The entire squad must touch the Buffalo Statue within 20 seconds of each other for time to stop

*General Map of Endurance Race Course*
Endurance Race Emergency Plan:
In the event there is an incident during the competition, the procedure will be to assess situation, treat locally if possible, notify the nearest checkpoint/station, transport the injured to local hospital (if the injury is not severe), or in an extreme case execute a distress call for emergency medical assistance (911, etc)

Station 1: Pool
Lifeguards, in water safety swimmers, and out of water observers will treat locally and contact external help if needed

Station 1-2: Mobile
Squad and Safety Observer will treat locally if possible. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 2: Fieldhouse
Squad and Safety Observer will treat locally if possible. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 2-3: Mobile
Squad and Safety Observer will treat locally if possible. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency. Execute distress call to 911 in the case of an emergency.

Station 3: Gregory Canyon Trailhead
Squad, Staff, and Safety Observer will treat locally if possible. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency. Execute distress call to 911 in the case of an emergency.

Station 3-4: Mobile
Squad will treat locally if possible. Transport casualty to Station 3 or to Flagstaff Rd. via Green Mountain West Ridge Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 4: Saddle Rock, Amphitheater Trail, and EM Greenman Trail Intersection
Squad, Safety Observer, and station staff will treat locally if possible. Transport casualty to Flagstaff Rd. via Saddle Ridge Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 4-5: Mobile
Squad and Safety Observer will treat locally if possible. Transport casualty to Flagstaff Rd. via Saddle Rock Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.
Station 5: Saddle Rock and Green Mountain EM Trail Intersection

Squad and Safety Observer will treat locally if possible. Transport casualty to Flagstaff Rd. via Saddle Rock Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 5-6: Mobile

Squad and Safety Observer will treat locally if possible. Transport casualty to Flagstaff Rd. via Saddle Rock Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 6: Green Mountain Summit

Squad, Staff, and Safety Observer will treat locally if possible. Transport casualty to Flagstaff Rd. via Ranger Trail to Gregory Canyon Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 6-7: Mobile

Squad and Safety Observer will treat locally if possible. Transport casualty to Flagstaff Rd. via Ranger Trail to Gregory Canyon Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Checkpoint 7: Realization Point

Squad, Staff, and Safety Observer will treat locally if possible. Transport casualty to Flagstaff Rd. via Gregory Canyon Trail via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 7-8: Mobile

Squad and Safety Observer will treat locally if possible. Transport casualty to Flagstaff Rd. via Gregory Canyon Trail to Gregory Canyon Trailhead via pole-less litter for extraction. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency.

Station 8: Gregory Canyon Trailhead

Squad, Staff, and Safety Observer will treat locally if possible. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency. Execute distress call to 911 in the case of an emergency.

Station 8-Finish:

Squad and Safety Observer will treat locally if possible. Contact HQ if non-emergency extraction is required. Execute distress call to 911 in the case of an emergency. Execute distress call to 911 in the case of an emergency.

Finish:

Squad, Staff, and Safety Observer will treat locally if possible. Execute distress call to 911 in the case of an emergency. Execute distress call to 911 in the case of an emergency.

*END OF EMERGENCY PLAN*
From: Officer in Charge, 2016 University of Colorado NROTC Invitational
To: Participating Units
Via: Commanding Officer, NROTC, University of Colorado

Subj: COMPETITION GEAR LIST

COLOR GUARD

1) Slicked Khakis

DRILL COMPETITIONS

2) Slicked Khakis

RIFLE AND PISTOL COMPETITIONS

3) Boots and Utilities (Covers and blouses will be removed while shooting)
4) Drill service rifles and pistols (unless requested to use Colorado weapons)

ENDURANCE RACE

5) See Enclosure (5) for GEAR ITEMS for comprehensive Endurance Race gear list.

AWARDS CEREMONY

1) Proper Civilian Attire

Enclosure (6)
From: Officer in Charge, 2016 University of Colorado NROTC Invitational
To: Participating Units
Via: Commanding Officer, NROTC, University of Colorado

Subj: OPERATIONAL RISK MANAGEMENT

COMPETITION I: RIFLE COMPETITION

Step (1) Identify Hazards –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Possible Cause</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>Transit to shooting range, unfamiliar surroundings</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>Unforeseen incidents, misfire, safety violation</td>
</tr>
<tr>
<td>3 Sick Personnel</td>
<td>Dehydration, lack of sleep</td>
</tr>
<tr>
<td>4 Loud Noises</td>
<td>The shooting range is hot</td>
</tr>
</tbody>
</table>

Step (2) Assess Hazards –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Severity</th>
<th>Probability</th>
<th>Risk Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>II</td>
<td>D</td>
<td>4</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>IV</td>
<td>C</td>
<td>5</td>
</tr>
<tr>
<td>3 Sick</td>
<td>III</td>
<td>B</td>
<td>3</td>
</tr>
<tr>
<td>4 Loud Noises</td>
<td>II</td>
<td>D</td>
<td>4</td>
</tr>
</tbody>
</table>

Step (3) Make Risk Decisions –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Risk Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>3 Sick Personnel</td>
<td>Advance notice, Dietary</td>
</tr>
<tr>
<td>4 Loud Noises</td>
<td>Safety Brief</td>
</tr>
</tbody>
</table>

Step (4) Implement Controls –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Specific Control Measures</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>Buddy system, phone list</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>Buddy system, phone list, medical team, medical vehicle, RSO’s, eye protection.</td>
</tr>
<tr>
<td>3 Sick Personnel</td>
<td>Buddy system, phone list</td>
</tr>
<tr>
<td>4 Loud Noises</td>
<td>Appropriate PPE</td>
</tr>
</tbody>
</table>

Step (5) Supervise

Supervision during the competition will be monitored by CU NROTC liaisons as well as qualified RSO’s. All shooters will
also provide supervision at the peer level.

COMPETITION 2: COLOR GUARD AND PLATOON/SQUAD DRILL

Step (1) Identify Hazards -

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Possible Cause</th>
</tr>
</thead>
<tbody>
<tr>
<td>Injured Personnel</td>
<td>Weather/Outside Temperature</td>
</tr>
<tr>
<td>Cold/Hot Personnel</td>
<td>Transit to drill area: unfamiliar surroundings</td>
</tr>
<tr>
<td>Lost Personnel</td>
<td>Dehydration, lack of sleep</td>
</tr>
<tr>
<td>Sick Personnel</td>
<td></td>
</tr>
</tbody>
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Step (2) Assess Hazards –

<table>
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<tr>
<th>Hazard</th>
<th>Severity</th>
<th>Probability</th>
<th>Risk Code</th>
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</thead>
<tbody>
<tr>
<td>Injured Personnel</td>
<td>II</td>
<td>B</td>
<td>2</td>
</tr>
<tr>
<td>Cold Personnel</td>
<td>II</td>
<td>C</td>
<td>3</td>
</tr>
<tr>
<td>Lost Personnel</td>
<td>II</td>
<td>B</td>
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<tr>
<td>Sick Personnel</td>
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<td>B</td>
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Mishap Probability

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<th>B</th>
<th>C</th>
<th>D</th>
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<td>1</td>
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<td>4</td>
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<tr>
<td>II</td>
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<td>III</td>
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<tr>
<td>IV</td>
<td>3</td>
<td>4</td>
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</table>

Step (3) Make Risk Decisions

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Risk Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Injured Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>Cold Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>Lost Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>Sick Personnel</td>
<td>Safety Brief, advance notice, diet.</td>
</tr>
</tbody>
</table>

Step (4) Implement Controls –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Specific Control Measures</th>
</tr>
</thead>
<tbody>
<tr>
<td>Injured Personnel</td>
<td>Buddy system, phone list, medical team</td>
</tr>
<tr>
<td>Cold Personnel</td>
<td>Proper clothing</td>
</tr>
<tr>
<td>Lost Personnel</td>
<td>Buddy system, phone list, follow CU NROTC liaison to/from drill area</td>
</tr>
<tr>
<td>Sick Personnel</td>
<td>Buddy system, phone list</td>
</tr>
</tbody>
</table>

Enclosure (7)

Step (5) Supervise
Supervision during the movement from the stadium to the drill area and back is to be controlled by the CU NROTC liaison. Event staff and team commanders will control supervision.

COMPETITION 3: ENDURANCE RACE EVENT

Step (1) Identify Hazards –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Possible Cause</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>Unfamiliar surrounding</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>Unforeseen incident, terrain</td>
</tr>
<tr>
<td>3 Cold Personnel</td>
<td>Clothing, cold climate</td>
</tr>
<tr>
<td>4 Sick Personnel</td>
<td>Dehydration, altitude</td>
</tr>
</tbody>
</table>

Step (2) Assess Hazards –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Severity</th>
<th>Probability</th>
<th>Risk Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>II</td>
<td>B</td>
<td>2</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>II</td>
<td>B</td>
<td>2</td>
</tr>
<tr>
<td>3 Cold Personnel</td>
<td>III</td>
<td>B</td>
<td>3</td>
</tr>
<tr>
<td>4 Sick Personnel</td>
<td>III</td>
<td>B</td>
<td>3</td>
</tr>
</tbody>
</table>

Step (3) Make Risk Decisions –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Risk Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>3 Cold Personnel</td>
<td>Safety Brief</td>
</tr>
<tr>
<td>4 Sick Personnel</td>
<td>Safety Brief, diet</td>
</tr>
</tbody>
</table>

Step (4) Implement Controls –

<table>
<thead>
<tr>
<th>Hazard</th>
<th>Specific Control Measures</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Lost Personnel</td>
<td>CU NROTC liaison, maps, volunteers at checkpoints</td>
</tr>
<tr>
<td>2 Injured Personnel</td>
<td>Buddy System, phone list, medical team</td>
</tr>
<tr>
<td>3 Cold Personnel</td>
<td>Proper clothing</td>
</tr>
<tr>
<td>4 Sick Personnel</td>
<td>Constant hydration, nutritious food, drink electrolytes</td>
</tr>
</tbody>
</table>

Step (5) Supervise

Checkpoint personnel, medical personnel and teammates will control supervision. The buddy system is to maintain supervision at the peer level.

Enclosure (7)
From: Officer in Charge, 2016 University of Colorado NROTC Invitational
To: Participating Units
Via: Commanding Officer, NROTC, University of Colorado

Subj: MEDICAL EVALUATION DIRECTIONS

1. Specific courses of action will take place dependent upon the severity and location of the injury.

2. Life threatening and time-critical injuries that take place anywhere during the execution of the meet will require an emergency phone call (911) and medical evacuation by mean dictated by the paramedics that are called.

3. Non life threatening or time sensitive issues that take place on the CU campus or on the Endurance Race course will be assessed locally. If a visit to the hospital is deemed necessary, then an available CU NROTC government vehicle driver will assist. If there are no available CU NROTC government vehicle drivers, then available personally operated vehicles will be used. The injured individual(s) will be taken to the nearest hospital.

Foothills Hospital
4747 Arapahoe Ave
Boulder, CO 80303
(303) 415-7000

7 min (2.3 miles) via Colorado Ave
7 min without traffic

Folsom Stadium
2400 Colorado Avenue, Boulder, CO 80302

↑ Head east on Colorado Ave toward Libby Dr
1.4 mi

↓ Use the left 2 lanes to turn left onto Foothills Pkwy
0.4 mi

↑ Turn right onto Arapahoe Ave
0.3 mi

↓ Turn left onto 48th St
0.1 mi

↓ Turn left at the 1st cross street onto Riverbend Rd
13 ft

Foothills Hospital
4747 Arapahoe Avenue, Boulder, CO 80303
4. Non life threatening or time sensitive issues that take place at the Longmont Range will be assessed locally. If a visit to the hospital is deemed necessary, then an available CU NROTC government vehicle driver will assist. If there are no available CU NROTC government vehicle drivers, then available personally operated vehicles will be used. The injured individual(s) will be taken to the nearest hospital.

Longmont United Hospital
1950 Mountain View Ave
Longmont, CO 80501
17 min (7.3 miles)
via CO-119 and Mountain View Ave
15 min without traffic

Longmont Police Department Firing Range
10916 County Road 5, Longmont, CO 80504

Head north on County Rd 5 toward Vista View Dr
0.2 mi

Turn left onto CO-119
2.6 mi

Turn right onto E 3rd Ave
1.3 mi

Turn right onto Lashley St
1.2 mi

Turn left onto Mountain View Ave
Destination will be on the right
2.0 mi

Longmont United Hospital
1950 Mountain View Avenue, Longmont, CO 80501