

3 FEB 2026

KNOWLEDGE COMPETITION LOI

From: Colorado Meet Knowledge Competition Officer in Charge, Naval
Reserves Training Corps, University of Colorado
To: All Hands

Subj: COLORADO MEET 2026 KNOWLEDGE COMPETITION LETTER OF INSTRUCTION

Encl:

- (1) Competition Layout
- (2) Timeline
- (3) Sample Questions
- (4) After Action Report
- (5) Evacuation Plan and Operational Risk Management

1. Orientation

The Knowledge Competition will take place in the Mathematics building, MATH 100.

2. Situation

Who: MIDN and Cadets in teams from their respective units

What: An intellectually challenging Knowledge Competition

Where: MATH 100 at University of Colorado Boulder

When: 6 March 2026

Why: To allow midshipmen and cadets to demonstrate their military knowledge based on what they have learned in classes and trainings in a fun, competitive environment.

3. Mission

CU NROTC will conduct the 2026 Knowledge Competition to challenge midshipmen and cadets on military knowledge in a competitive environment.

4. Execution

a. Concept of Operations

The participants will be organized into teams of four (4) members. Teams will check in with the Knowledge Competition AOIC no

later than fifteen (15) minutes prior to the start of the first match. Questions will test teams' knowledge on military history, rank structure, and operational capacity. The competition will be monitored by proctors and event staff.

b. Scheme of Maneuver

- (1) Teams will be formed and team captains will have reached out to the Knowledge Competition OIC, MIDN McLean, no later than 18 February 2026.
- (2) The general schedule for the competition is included in enclosure (2). The finalized bracket will be sent out on 18 February 2026.
- (3) Teams will have the chance to bring their suggestions on how to improve the event to the Knowledge Competition OIC after it is over. They will not be permitted to do so before it is completed.

5. Tasks

Knowledge Competition OIC: Brief the audience and members of the event, send out information promptly, coordinate with AOIC with scoring, and announce results.

Knowledge Competition AOIC: Assist the OIC, brief proctors, ensure competition is run on time, check in teams.

Proctors: Ensure the integrity of the competition, one will be in charge of determining which teams raise their hand first

Host: Reads questions, introduces teams, keeps energy high, and repeats whether the answer is correct or not to eliminate confusion.

Team Captains: Point of contact between OIC and team, ensures team is ready and in position at their designated time.

Competing Members: Check in with AOIC at proper time and be in correct UOD.

6. Administration and Logistics

a. Proctors

There will be four (4) proctors and one (1) host. The proctors are responsible for moderating the competition and grading answers. One (1) proctor will be designated to watch the teams to determine which team raises their hand first. One (1) of

each proctor will be from each of the following: CU NROTC MECEP, CU NROTC OC, and CU NROTC 1/C MIDN.

b. Team Requirements

NROTC teams shall have at least: (1) Navy Option, (1) Marine Option, (1) 4/C Midshipman, and (1) female.

Army ROTC teams shall have at least: (1) first year cadet and (1) female.

AFROTC teams shall have at least: (1) Air Force Option, (1) Space Force Option, (1) first year cadet and (1) female.

Non-ROTC Commissioning Programs shall have at least: (1) junior member and (1) female.

For all units: a maximum of (1) prior enlisted student is allowed and a maximum of (1) team from each unit is allowed.

c. Uniform

Teams are expected to wear the NWU Type III, MARPAT, or OCP uniforms. Non-ROTC Commissioning Programs that do not have these uniforms shall wear their unit polo and dress pants.

d. Safety

- (1) Emergency services will be contacted via 911
- (2) Refer to enclosure (5) for the safety plan

7. Command and Signal

a. Command

Points of contact for Knowledge Competition related questions are listed below.

b. Signal

Cell phones will be used by all event staff to reach the chain of command as deemed necessary.

c. Points of contact

- (1) MIDN 2/C Walker - Colorado Meet OIC
cawa1817@colorado.edu (760)994-2806
- (2) MIDN 2/C Bracke - Colorado Meet AOIC
mabr2093@colorado.edu (720)990-9450
- (3) MIDN 3/C McLean - Knowledge Competition OIC
momc7161@colorado.edu (781)686-2439
- (4) MIDN 3/C Lockart - Knowledge Competition AOIC
colo3176@colorado.edu (208)816-6251

COMPETITION LAYOUT

Questions will be presented and answered similar to the National Quiz Bowl Tournament. This is a pod style tournament consisting of four (4) total rounds. There will be three (3) pool rounds followed by one (1) championship round. From each pool round, the team with the most points will advance to the championship. Each pool round will consist of one game with fifty (50) questions total and the championship will have sixty (60) questions. Spectators will be encouraged to be present for the entire competition.

Pool Round - There will be a total of three (3) pool rounds. Each pool will consist of three (3) to four (4) teams competing at the same time. Teams will randomly be put into pools. For each question, the host will begin reading the question. Teams are encouraged to raise their hand immediately when they think they have the answer. Once the hand is raised - the proctor will determine which team was first - the host will **immediately stop reading the question** and the team will have five (5) seconds to give an answer. If they are correct, the host will move onto the next question. If they are wrong, and no other team has raised their hand to answer, the host will continue reading the question till the next team answers. If the first team is wrong and another team has raised their hand, they will be given five (5) seconds to answer. If the second team is correct, the host will move on. If the second team is wrong, the host will continue to read that same question until all the teams don't know the answer or are unable to answer. There will be a maximum of five (5) seconds given to the teams to raise their hand after the question is completely read. The winners of each pool round will advance to the championship round, immediately following the final pool round. Each pool round will last forty (40) minutes, ending even if all fifty (50) questions are not displayed.

Championship Round - There will be a total of three (3) teams competing for first, second, and third place. It will run exactly the same as the pool rounds. The championship round will end after all sixty (60) questions have been read.

Tie Breaker - In the event of a tie for first place during any of the rounds, after the round is over, the teams tied will be given one question as a tie breaker from the tiebreaker bank.

Enclosure (1)

All questions will be taken from the information contained in the following: Department of Homeland Security United States Coast Guard Navigation Rules and Regulations Handbook; Military history book; 26th Edition The Bluejackets Manuel; Third Edition American Naval History; Fourth Edition Naval Ship Handling; The Armed Forces Officer; 9th Edition The Marine Officers Guide.

Teams should be familiar with famous officers and battles, as well as land navigation, topographic features, Rules of the Road, vehicles used by the military, weapons systems and their capabilities, and military acronyms. The tiebreaker questions can consist of odd and obscure military knowledge and are not bound to the provided readings. A finalized list of topics will be sent by the Knowledge OIC to the team captains on 18 February 2026.

Technicalities:

- (1) Spectators are allowed to stay within the auditorium during the competition. Spectators are honor and integrity bound to not give any assistance to their teams. Violation of this rule will result in their removal from the competition, and the question will be voided.
- (2) If the answer is accidentally revealed before teams have answered the question, no points will be rewarded.
- (3) If a situation arises that is not covered here, it will be referred to the judges.

TIMELINE

1715 - Check in	Teams: (ALL)
1730 - Rules brief	Teams: (ALL)
1740-1820 - First Pool Round	Teams: (3)
1830-1910 - Second Pool Round	Teams: (3)
1920-2000 - Third Pool Round	Teams: (4)
2010-2050 - Championship Round	Teams: (3)
2115 - Drop dead time	

SAMPLE QUESTIONS

The questions in the tournament will be in this format, starting off obscure and getting progressively easier as they go on. A full list of categories will be sent out on 18 February 2026 to the team captains from the Knowledge Competition OIC.

EX. Early in this engagement, the destroyer *USS Hammann* was sunk while assisting an aircraft carrier. The turning point occurred when SBD Dauntless dive bombers from the *Enterprise* and *Yorktown* caught the enemy while they were refueling and rearming planes on deck. This battle resulted in the loss of four Japanese carriers—the *Akagi*, *Kaga*, *Soryu*, and *Hiryu*—effectively halting Japanese expansion in the Pacific. Name this 1942 naval battle named for a central Pacific atoll.

Answer: Battle of Midway

EX. In the U.S. Army, the first person to hold this specific rank was William O. Wooldridge in 1966. In the Marine Corps, the insignia for this rank features the Eagle, Globe, and Anchor flanked by two stars on each side of a single chevron. It is the highest non-commissioned officer rank, and the individual holding it serves as the senior enlisted advisor to the branch's highest-ranking general. Name this E-9 rank that is senior to a First Sergeant or a Master Gunnery Sergeant.

Answer: Sergeant Major

EX. The "Mark I" version of this vehicle was first deployed by the British at the Battle of the Somme in 1916. During the interwar period, theorists like Heinz Guderian developed the "Blitzkrieg" doctrine centered on their use. In World War II, the German "Tiger" and the Soviet "T-34" were famous examples of these armored fighting vehicles. Name these tracked vehicles that revolutionized land warfare in the 20th century.

Answer: Tanks

Examples of things to identify and be familiar with:

- (1) Ship designations of Naval vessels
- (2) Military vehicles and aircraft
- (3) Ranks of all branches
- (4) Rules of the Road

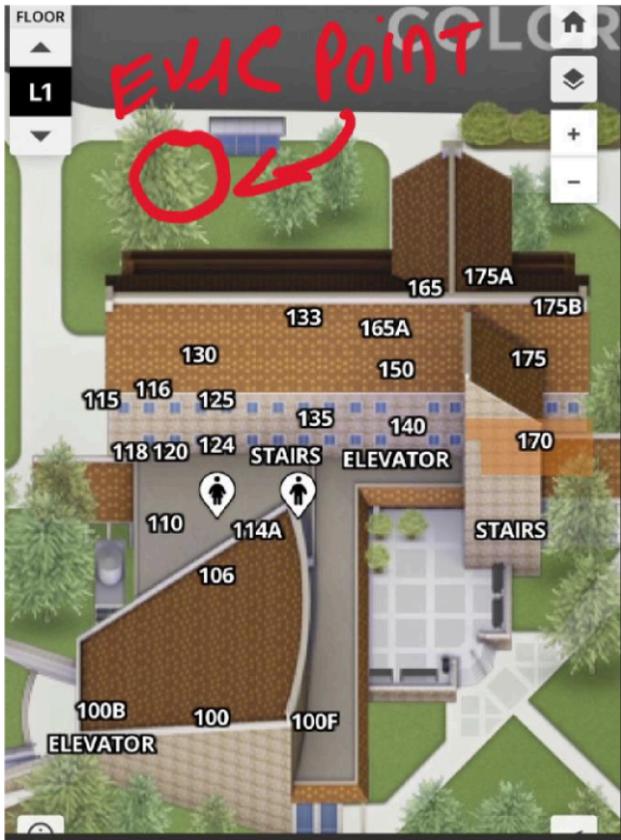
AFTER ACTION REPORT

What did you like about the competition?

What did you not like about the competition?

If you were the competition OIC next year, what would you change?

Other comments, concerns, or suggestions:



OPERATIONAL RISK MANAGEMENT

Risk Assessment Matrix		PROBABILITY					SEVERITY		PROBABILITY	
		Frequency of Occurrence Over Time								
		A	B	C	D	E				
HAZARDS	Catastrophic (Death or permanent total disability, or loss of a mission-critical system or equipment. Major facility damage. Severe environmental damage. Mission-critical security failure. Unacceptable collateral damage.)	I	IV	III	H	H	CATASTROPHIC (I): Loss of the ability to accomplish the mission. Death or permanent total disability. Loss of a mission-critical system or equipment. Major facility damage. Severe environmental damage. Mission-critical security failure. Unacceptable collateral damage.		FREQUENT (A): Frequent to occur. Continuously experienced to an individual item or person; or continuously over a service life for an inventory of items or group.	
	Critical (Significantly degraded mission capability or unit readiness. Permanent partial disability or severe injury or illness. Extensive damage to equipment or systems. Significant damage to property or the environment. Security failure. Significant collateral damage.)	II	IV	H	H	M	CRITICAL (II): Significantly degraded mission capability or unit readiness. Permanent partial disability or severe injury or illness. Extensive damage to equipment or systems. Significant damage to property or the environment. Security failure. Significant collateral damage.		LIKELY (B): Likely to occur immediately or within a short period of time. Expected to occur frequently to an individual item or person; or continuously over a service life for an inventory of items or group.	
	Moderate (Degraded mission capability or unit readiness. Minor damage to equipment, systems, property, or the environment. Minor injury or illness.)	III	H	M	M	L	MODERATE (III): Degraded mission capability or unit readiness. Minor damage to equipment, systems, property, or the environment. Minor injury or illness.		OCCASIONAL (C): Occasionally will occur in time. Expected to occur several times to an individual item or person; or frequently over a service life for an inventory of items or group.	
	Negligible (Little or no adverse impact on mission capability or unit readiness. Minimal threat to personnel, safety, or health. Slight equipment or systems damage, but fully functional and serviceable. Little or no property or environmental damage.)	IV	M	L	L	L	NEGLECTIBLE (IV): Little or no adverse impact on mission capability or unit readiness. Minimal threat to personnel, safety, or health. Slight equipment or systems damage, but fully functional and serviceable. Little or no property or environmental damage.		SELDOM (D): Seldom may occur in time. Can reasonably be expected to occur sometime to an individual item or person; or several times over a service life for an inventory of items, or group.	
Risk Assessment Levels		E=Extremely High, H=High, M=Medium, L=Low					NOTE: If multiple hazards are associated with one training topic/event, start a new line to identify the additional hazards, potential injury, and controls for each.		UNLIKELY (E): Unlikely it will occur in time. Unlikely to occur, but possible in the service life for an inventory item or group.	
Per OPNAVINST 1500.75 series, an assignment of any initial risk assessment code (RAC) of 1 or 2, as well as an assignment of RAC 3 in severity level I (death or loss of asset) or severity level II (severe injury or damage), although the "probability" of an injury or loss is "unlikely (E)" or "seldom (D)," must be considered High Risk Training. (populates automatically on initial RAC totals chart under (HR))										
Identify the Hazards			Assess Hazards		Make Risk Decisions			Implement Controls		Supervise
Lesson #	Training Topic / Event / Step	Hazard and Root Cause	Potential Injury	Initial Risk	Type of Control	Student to Instructor Ratio	Residual Risk	Clear and Concise Control Implementation	Monitor / Review / Feedback	
1	Knowledge	Technology failure due to poor equipment	N/A	III/D = 4L	Proper care and inspection of tech	N/A	IV/E = 4L	OIC and AOIC will check all tech is properly working before the start of the competition		
2	Knowledge	Accidental injury	Minor injuries to the body	IV/D = 4L	Ensure that all participants are being safe and acting in a professional manner	N/A	IV/E = 4L	OIC and AOIC will monitor the competition environment for any unsafe conditions if one arises it will be corrected immediately		

Enclosure (5)