From: Colorado Meet Officer in Charge, University of Colorado Naval Reserve Officers Training Corps Unit, Boulder, Colorado

To: All Hands

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION

Encl: (1) Platoon and Squad Drill Cards

- (2) Platoon and Squad Drill Scoring Sheets
- (3) Color Guard Drill Card and Scoring Sheet
- (4) Operational Risk Management
- (5) CU Boulder Campus Map
- (6) Map to Foothills Hospital
- (7) Drill Events Timeline
- (8) After Action Report
- 1. <u>Orientation</u>. The drill competition and color guard competition will be taking place on Kittredge Fields and in Balch Fieldhouse, respectively. In case of inclement weather, platoon and squad drill will be moved to The Bubble. See enclosure (5) for a map of the facilities.
- 1. <u>Situation</u>. To host a challenging and fair drill competition between the participating battalions across the nation at the University of Colorado Boulder on 5 March 2022.
- 2. <u>Mission</u>. The NROTC Unit at CU Boulder will be hosting the annual Colorado drill competition in order to give the opportunity for schools to compete in squad drill, platoon drill, and color guard.

3. Execution.

<u>a</u>. <u>Commander's Intent</u>

(1) <u>Purpose</u>. The primary focus of this event is to provide a fair and challenging environment that encourages camaraderie in future naval officers, provides a facet for fellow midshipman to exercise their leadership abilities and communication skills, and reinforces the value of tradition in both the Marine Corps and Navy through drill and color guard.

- (2) <u>Endstate</u>. Upon completion of the Drill Competition, there will be a first, second, and third place team. The teams will gain experience in military bearing, professionalism, and unit cohesion.
- $\underline{\text{b}}$. Concept of Operations. The concept of operations will be conducted in 4 phases.
- (1) Phase I: Preparation. The Drill OIC and AOIC will prepare for the competition, the venue, and any other logistical considerations to ensure the event proceeds smoothly. They will meet with the Colorado Meet OIC and active duty staff to plan for the event. They will also meet with participating battalion members to train them for the competition.

(2) Phase II: Execution.

- (a) At 0600, all judges, runners, and necessary personnel for the squad drill, platoon drill, and color guard events will arrive at their assigned location, either Kitt Fields or Balch Fieldhouse.
- (b) Squad and platoon drill event teams may practice before their report time on available space on the main competition field at Kitt Fields, or on any open adjacent fields. Color guard teams may practice on any available space in Balch Fieldhouse, or outside of the fieldhouse in the courtyard. Rubber rifles will be available for the on-deck teams to practice if they wish. In the case of weather conditions that would interfere with platoon and squad drill, the teams will be moved to an indoor location, The Bubble. See enclosure (5) for a labeled map of the CU main campus.
- (c) All teams will be present at their corresponding competition area 20 minutes prior to their start time in order to check in, prepare equipment and ensure accountability. If a member of the team cannot make it 20 minutes prior due to competing in another event, that is acceptable as long as they are ready to begin at the team's designated start time.
- (d) The competition will commence at 0700. Platoon, squad, and color guard will compete in 20 minute time slots. These time slots include time for the senior judge of the event to debrief teams on their scores.

(e) Upon the completion of each team's squad drill, platoon drill, and color guard event they will have 30 minutes to review and contest their score. Any contentions will be brought directly to the Drill OIC. Any changes made to the score will be made in accordance with the MCO P5060.20. All scores will be final after the 30-minute contention window.

- (3) <u>Phase III: Evaluation</u>. As each team finishes their competition, the runner will receive the score sheet from the senior judge and transport it to Headquarters.
- (4) Phase IV: Clean Up. The OIC and AOIC will make sure that Kitt Fields and Balch Fieldhouse are clean and secure. All gear used at both locations will be returned to their respective places back at the NROTC unit.

c. Tasks.

- (1) <u>Drill OIC</u>. The Drill OIC is responsible for all email correspondence and communication with teams. The Drill OIC is responsible for planning a fair and effective competition
- (2) <u>Drill AOIC</u>. The Drill AOIC will assist the Drill OIC with all email correspondence and communication to the teams. The Drill AOIC is also responsible for gear accountability.
- (3) <u>Judges</u>. The judging will be done by the visiting unit AMOIs. There will be a suitable amount of judges at each event to ensure no AMOI is judging their own school. Platoon drill will be judged by 3 AMOIs, squad drill by 2 AMOIs, and color guard by 2 AMOIs. Each judge will grade the team individually. The score for the team will be the average of all scores from the judges.
- $$\rm (4)$$ Runners. The runners are responsible for transporting score sheets from either Kitt Fields or Balch Fieldhouse to Headquarters.
- (5) <u>Videographers</u>. The videographers are responsible for filming each drill event and transporting score sheets from the Senior Judge to the head table in each venue (Kitt Fields, Balch Fieldhouse).

- (6) <u>Competing Members</u>. The competing members are responsible to show up on time to their designated event with the proper uniform and equipment ready to execute movements from the drill card. Unit leaders should reach out to the Drill OIC with contact information in case of any changes the day of. In past years, teams have chosen to go before their original time slot due to the event moving quickly. This is optional but unit leaders may be contacted by the Drill OIC to inform them they can compete ahead of schedule if they wish.
- (7) <u>Rifle Handlers</u>. The rifle handlers will maintain accountability for all rifles on hand and on deck. They will log the number of rifles, the time they have been checked out, and the name of the school. There will be rifle handlers at each location (Kitt Fields and Balch Fieldhouse).

d. Coordinating Instructions

- (1) The Drill OIC and AOIC will be available to contact prior to the event via email and cell phone. During the event cell phones will be the singular means of communication with the Drill OIC and AOIC.
- (2) The competition will commence at 0700 for squad drill, platoon drill, and color guard competitions. Each team will be given an individual start time, which is when their individual event will commence. Teams are required to arrive 20 minutes prior to this given start time in order to check in, prepare equipment, and ensure accountability. Any team arriving after their designated start time will be disqualified from the event. See enclosure (13) for competition timeline.
- (3) Platoon and squad drill decks will be 50 yd x 50 yd. The color guard drill deck will be 30 yd x 30 yd.
- (4) Squad drill, platoon drill, and color guard will each be given one drill card to practice prior to the competition. Teams will perform that drill card at the event.
- $\,$ (5) Active duty (MECEPs and OCs) will be prohibited from competing in all drill events.

- (6) All drill movements will be executed in accordance with MCO 5060.20.
- (7) All pre-competition practice for all drill events will take place in available space at or adjacent to the corresponding competition location.
- (8) At the completion of each squad drill, platoon drill, and color guard performance, the head judge will debrief the competing team on their score. The videographer will then take the score sheet to the head table at the location.
- (9) <u>Unit Leader Instructions</u>. At the scheduled time, the unit leader will wait with the members of their squad/platoon. Upon start time and readiness of judges, the unit commander will take a position in the drill area and command the squad/platoon to fall in.
- (a) Upon issuance of the command "fall-in", all movements by the Squad/Platoon and commands given by the unit commander will be graded.
- (b) The procedure for forming the Squad/Platoon
 is as follows:
 - 1. FALL IN
 - 2. REPORT
 - 3. INSPECTION ARMS
 - 4. PORT ARMS
 - 5. ORDER ARMS

The unit commander will then execute an about-face and report 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."

(c) 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 Judges 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/Platoon and centered).

- (d) After the Squad/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 drill card.
- (e) 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 be penalized as such. Unit commanders are allowed 1 "Free Movement".
- (f) Following the last command on the drill card and completion of their competition, the unit commander will return to their CU NROTC chaperone for further instruction.
- (g) Color guard teams will not be required to professionally report in to the judges or request permission to use the drill pad. When the team is ready to begin, they will form up in a professional manner where they wish to begin on the drill pad, and execute the drill card.
- (10) <u>Evaluations</u>. AMOIs of schools participating in the competition will serve as judges. Judges will not be allowed to judge their own school, and must switch off when their school begins to compete.
- (a) The unit leader will also be evaluated in addition to the members of the squad or platoon. Unit leaders will be evaluated on every command that is given, with points being deducted for giving improper commands, commands given on the wrong foot, commands given in the wrong sequence, and failure to make obvious corrections.
- (b) Every point deduction will be made for failure to properly comply with MCO 5060.20.
- (c) Upon completion of the drill card, unit leaders will wait for feedback from the judges with their squad/platoon.
- (11) <u>Scoring</u>. Each judge will have a copy of the score sheets and will fill out the score sheet based on the

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION performance of the team they are judging. The final score for the team will be calculated by averaging the scores of all judges.

- (a) Platoon drill will be judged by 3 AMOI judges, squad drill will be judged by 2 AMOIS, and color guard will be judged by 2 AMOIs.
- (b) If a unit leader disputed a call by the judges, the unit leader must bring it to their attention during the Unit Leader Debrief. If there is a discrepancy, the video tape will be reviewed. If a discrepancy is not brought up during the Unit Leader Debrief, the right to challenge shall be forfeited.
- (12) The use of tape or any form of marker during platoon drill, squad drill, and color guard is prohibited.

4. Administration and Logistics.

a. Administration.

- (1) <u>Squad drill</u>. The teams will be composed of 1 unit leader and a minimum of 6 or maximum of 13 midshipman squad members. The only rifles allowed in squad drill are demilitarized M16 rifles. The unit leader can carry a rifle or a sword, while each squad member carries a rifle. No guide will be used in squad drill. All movements will be performed as though the team is "2nd squad" within a platoon to demonstrate the movements.
- (2) <u>Platoon Drill</u>. The teams will be composed of 1 unit leader, 1 guide, and a platoon composed of a minimum of 18 and a maximum of 30 midshipmen. The platoon must have 3 evenly distributed squads. The only rifles allowed in platoon drill are demilitarized M16. The unit leader can carry either a rifle or a sword, the guide will carry a guidon, and each platoon member will carry a rifle.
- (3) <u>Color Guard</u>. Teams will only be composed of 5 midshipmen: right rifle, National Ensign, Marine Corps Colors (carried by a Marine option), Navy Colors (carried by a Navy option), and left rifle. The only rifles allowed in Color Guard are demilitarized M16 rifles, or demilitarized M1 rifles.
- (4) <u>Video Recordings</u>. There will be a runner at each of the drill events designated to record the teams that compete. They will record the performing team.

- (5) <u>Unnecessary Noises</u>. There will be no loud noises from the spectators to allow a fair, respectful, and quiet environment for the rest of the teams competing in the drill competition. Point deductions for noise will be deducted at the judges' discretion.
- (6) $\underline{\text{Judges}}$. Score sheets will be shown to the teams after their performance and judges will explain their reasoning for all point deductions.
- (7) <u>Drill Manual</u>. Squad drill, platoon drill, and color guard will be judged according to the Marine Corps Manual (MCO P5060.20). All movements will be judged based on the criteria in the manual. The Marine Corps Manual (MCO 5060.20) is available online at all times for reference, but will also be available to be referenced the day of the competition through drill personnel.
- (8) <u>Tie Breaker</u>. In the event of a tie for squad drill, platoon drill, or color guard, the unit leader's score will be used for a tiebreaker. The team with the highest team leader average will win the tiebreaker.

b. Logistics.

(1) Uniform.

(a) The uniform for all drill events will be NWU type III/MARPAT utilities (no ribbons/rank insignia).

(b) NWU type III/MARPAT utilities are to be worn only in the drill competition area and surrounding areas to practice. NWU type III/MARPAT is not an authorized uniform for the city of Boulder.

(c)At this time, masks will be required when indoors, meaning color guard teams will wear masks when competing. Masks will be uniform and all black.

(2) <u>Rifle Check Out</u>. CU Boulder NROTC will provide all M16 service rifles for squad and platoon drill. These rifles will be checked out from the rifle handlers to each team prior to their competition, and then checked back in to the rifle handlers immediately after their event is over. It is up to the discretion of color guard teams if they would like to bring their own M1s/M16s or

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION use CU Boulder NROTC's. If they choose to use CU Boulder NROTC's, the team must email the Drill OIC ASAP, an absolute minimum of two weeks before the competition. On the day of the drill competition, there will be designated rifle handlers at each location. CU NROTC will not provide colors for color guard, nor swords or guideons for squad and platoon drill.

5. Command and Signal.

- a. <u>Command</u>. Points of contact for all drill related questions can be referenced below.
- b. $\underline{\text{Signal}}$. Cell phones and/or radios will be used by all event staff in order to reach the COC and all checkpoints as deemed necessary.

(1) Points of Contact.

- (b) MIDN 2/C Stoltz (Meet AOIC):
 anna.stoltz@colorado.edu
 (970)888-1866
- (d) SSgt Snyder (Drill AOIC):
 ansn2805@colorado.edu
 (252)269-7490

PLATOON DRILL CARD

- 1. FORM THE PLATOON AT CLOSE INTERVAL
- 2. EXTEND ON LINE
- 3. OPEN RANKS
- 4. PORT ARMS
- 5. LEFT SHOULDER ARMS
- 6. ORDER ARMS
- 7. PRESENT ARMS
- 8. PARADE REST
- 9. CLOSE RANKS
- 10. COLUMN RIGHT FROM THE HALT
- 11. CLOSE AND EXTEND WHILE MARCHING
- 12. COLUMN RIGHT
- 13. LEFT OBLIQUE/MARK TIME
- 14. RIGHT FLANK RETURN TO COLUMN
- 15. COLUMN LEFT (REPEAT)
- 16. LEFT FLANK RETURN TO COLUMN
- 17. MARCH TO THE REAR (REPEAT)
- 18. COLUMN HALF LEFT (REPEAT)
- 19. MARCHING MANUAL (PORT, LEFT SHOULDER,

RIGHT SHOULDER)

- 20. COLUMN LEFT
- 21. PASS IN REVIEW
- 22. FALL OUT

SQUAD DRILL CARD

- 1. FORM THE PLATOON AT CLOSE INTERVAL
- 2. EXTEND ON LINE
- 3. PORT ARMS
- 4. LEFT SHOULDER ARMS
- 5. ORDER ARMS
- 6. PRESENT ARMS
- 7. PARADE REST
- 8. COLUMN RIGHT FROM THE HALT
- 9. COLUMN RIGHT
- 10. LEFT OBLIQUE/MARK TIME
- 11. RIGHT FLANK RETURN TO COLUMN
- 12. COLUMN LEFT (REPEAT)
- 13. LEFT FLANK RETURN TO COLUMN
- 14. MARCH TO THE REAR (REPEAT)
- 15. COLUMN HALF LEFT (REPEAT)
- 16. MARCHING MANUAL (PORT, LEFT SHOULDER,

RIGHT SHOULDER)

- 17. COLUMN LEFT
- 18. PASS IN REVIEW
- 19. FALL OUT

PLATOON DRILL SCORING SHEET

			SCORE:
SCHOOL:	PLT OR SQD:	EVALUATOR:	/100
			/ 100

MOVEMENT	REMARKS	SCORE
1. FORM THE PLATOON/SQUAD (AT CLOSE INTERVAL)	EXECUTION(0.5), DIST(0.5), ALIGN(0.5), REPORT(0.5), COVER(0.5) IA 7COUNT (1.0), SIZING(0.5)	/4
2. EXTEND ON LINE	EXECUTION (0.5), T-ARMS(0.5), ALIGN(1.0), COVER(0.5), ARMSWING(0.5), GUIDE/SQ LDRS(0.5), FINGERTIPS (0.5)	/4
3. OPEN RANKS	EXECUTION(0.5), T-ARMS(0.5), ALIGN(0.5), COVER(0.5), DISTANCE(1.0), #STEPS(0.5), FINGER TIPS(0.5)	/4
4. PORT ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5), WRIST(0.5), R-FOREARM(0.5), ANGLE(0.5), 4INCHES (0.5), L-HAND PLACEMENT(0.5), QTC (0.5)	/4
5. LEFT SHOULDER ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5), CARRIAGE (0.5) ANGLE(0.5) WRIST (0.5) FOREARM(0.5) HEELS VISIBLE(0.5) QTC (0.5)	/4
6. ORDER ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5),3"(1.0), T-SEAM(0.5), TOE TO TOE(1.0), QTC (0.5)	/4
7. PRESENT ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5),L-UPPER ARM(0.5),L-WRIST(0.5), L-FOREARM(0.5), R-HAND PLACEMENT(0.5),SLIP RING (0.5), QTC (0.5)	/4
8. PARADE REST	EXECUTION/SNAP & PRECISION(0.5/0.5), CARRIAGE (0.5) ANGLE(0.5) WRIST (0.5) FOREARM(0.5) HEELS VISIBLE(0.5) QTC (0.5)	/4
9. CLOSE RANKS	EXECUTION(0.5), T-ARMS(0.5), #STEPS(0.5), ALIGN(1.0), ARMSWING(0.5), COVER(0.5), DIST(0.5)	/4
10. COLUMN RIGHT FROM THE HALT	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/4
11. CLOSE AND EXTEND WHILE MARCHING	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/4
12. COLUMN RIGHT	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/4
13. LEFT OBLIQUE/MARK TIME	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/4
14. RIGHT FLANK RETURN TO COLUMN	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/4
15. COLUMN LEFT (REPEAT)	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/4
16. LEFT FLANK RETURN TO COLUMN	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/4
17. MARCH TO THE REAR (REPEAT)	EXECUTION(1.0), 15"STEP(1.0), INT(0.5), ALIGN(0.5), COVER (0.5), ARMSWING (0.5)	/4
18. COLUMN HALF LEFT (REPEAT)	EXECUTION(0.5), ATB(1.0), 30"STEP(1.0), 1/2 STEPS(1.0), INT(0.5)	/4
19. MARCHING MANUAL (PORT, LEFT SHOULDER, RIGHT SHOULDER)	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/4
20. COLUMN LEFT	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/4
21. PASS IN REVIEW	EXECUTION(0.5), ALIGN(1.0), WPNS ANGLE(0.5), ARMSWING(0.5), DIST(0.5), COVER (0.5), GUIDE (0.5)	/4
22. FALL OUT	HESITATION (1.0) DROP IN PLACE (1.0), RUN (1.0), PORT ARMS(1.0)	/4
23. UNIT LEADER	PERSONAL APPEARANCE, SALUTE, REPORTING, POSITION, COMMANDS, CADENCE/PROJECTION, CORRECTIONS/JUDGEMENT, RIFLE/SWORD CARRIAGE, FOLLOWING CARD, MILITARY PRESENCE.	/12

SQUAD DRILL SCORING SHEET

2011007	DIE OD COD	THE THE MOD	SCORE:	ı
SCHOOL:	PLT OR SQD:	EVALUATOR:	/100	ı
			/ 100	

MOVEMENT	REMARKS	SCORE
1. FORM THE PLATOON/SQUAD (AT CLOSE INTERVAL)	EXECUTION(0.5), DIST(0.5), ALIGN(0.5), REPORT(0.5), COVER(0.5) IA 7COUNT (1.0), SIZING(0.5)	/5
2. EXTEND ON LINE	EXECUTION (0.5), T-ARMS(0.5), ALIGN(1.0), COVER(0.5), ARMSWING(0.5), GUIDE/SQ LDRS(0.5), FINGERTIPS (0.5)	/5
3. PORT ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5), WRIST(0.5), R-FOREARM(0.5), ANGLE(0.5), 4INCHES (0.5), L-HAND PLACEMENT(0.5), QTC (0.5)	/5
4. LEFT SHOULDER ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5), CARRIAGE (0.5) ANGLE(0.5) WRIST (0.5) FOREARM(0.5) HEELS VISIBLE(0.5) QTC (0.5)	/5
5. ORDER ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5),3"(1.0), T-SEAM(0.5), TOE TO TOE(1.0), QTC (0.5)	/5
6. PRESENT ARMS	EXECUTION/SNAP & PRECISION(0.5/0.5),L-UPPER ARM(0.5),L-WRIST(0.5), L-FOREARM(0.5), R-HAND PLACEMENT(0.5),SLIP RING (0.5), QTC (0.5)	/5
7. PARADE REST	EXECUTION/SNAP & PRECISION(0.5/0.5), CARRIAGE (0.5) ANGLE(0.5) WRIST (0.5) FOREARM(0.5) HEELS VISIBLE(0.5) QTC (0.5)	/5
8. COLUMN RIGHT FROM THE HALT	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/5
9. COLUMN RIGHT	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/5
10. LEFT OBLIQUE/MARK TIME	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/5
11. RIGHT FLANK RETURN TO COLUMN	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/5
12. COLUMN LEFT (REPEAT)	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/5
13. LEFT FLANK RETURN TO COLUMN	EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15"-30"(0.5), 30"-15"(0.5)	/5
14. MARCH TO THE REAR (REPEAT)	EXECUTION(1.0), 15"STEP(1.0), INT(0.5), ALIGN(0.5), COVER (0.5), ARMSWING (0.5)	/5
15. COLUMN HALF LEFT (REPEAT)	EXECUTION(0.5), ATB(1.0), 30"STEP(1.0), 1/2 STEPS(1.0), INT(0.5)	/5
16. MARCHING MANUAL(PORT, LEFT SHOULDER, RIGHT SHOULDER)	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/5
17. COLUMN LEFT	EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN,(0.5) 30"STEP(0.5), INT(1.0)	/5
18. PASS IN REVIEW	EXECUTION(0.5), ALIGN(1.0), WPNS ANGLE(0.5), ARMSWING(0.5), DIST(0.5), COVER (0.5), GUIDE (0.5)	/5
19. FALL OUT	HESITATION (1.0) DROP IN PLACE (1.0), RUN (1.0), PORT ARMS(1.0)	/5
20. UNIT LEADER	PERSONAL APPEARANCE, SALUTE, REPORTING, POSITION, COMMANDS, CADENCE/PROJECTION, CORRECTIONS/JUDGEMENT, RIFLE/SWORD CARRIAGE, FOLLOWING CARD, MILITARY PRESENCE.	/5

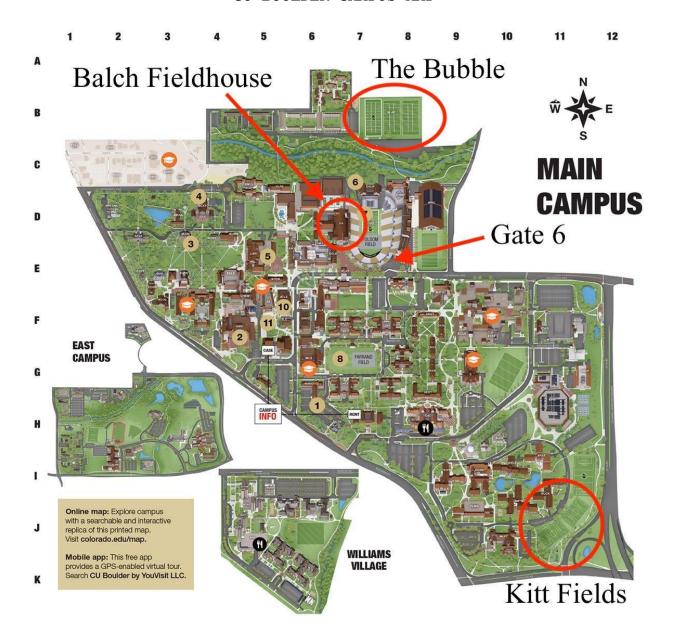
COLOR GUARD DRILL CARD AND SCORING SHEET

Univ	ersity:						
Judg	re:						
Movement Score		re				Comments	
1	Attention	1	2	3	4	5	
2	Carry Colors	1	2	3	4	5	
3	Forward March	1	2	3	4	5	
4	Left About	1	2	3	4	5	
5	Forward March	1	2	3	4	5	
6	Left About	1	2	3	4	5	
7	Forward March	1	2	3	4	5	
8	Eyes Right	1	2	3	4	5	
9	Ready Front	1	2	3	4	5	
10	Right Wheel	1	2	3	4	5	
11	Forward March	1	2	3	4	5	
12	Right Wheel x2	1	2	3	4	5	
13	Forward March	1	2	3	4	5	
14	Left Wheel	1	2	3	4	5	
15	Forward March	1	2	3	4	5	
16	Halt	1	2	3	4	5	
17	Present Colors	1	2	3	4	5	
18	Order Colors	1	2	3	4	5	
19	At Ease	1	2	3	4	5	
20	Unit Leader Score	1	2	3	4	5	
21	Total Score:						/100

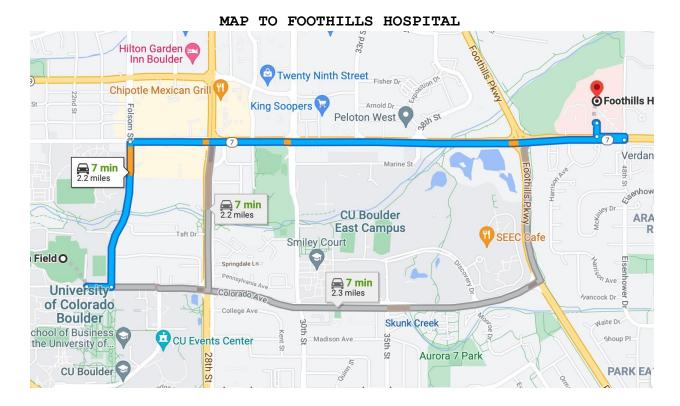
OPERATIONAL RISK MANAGEMENT

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	STAF PRESENCE ON THE DRILL DECK AT ALL TRAES, READILY AVAILABLE TO RESPOND TO MINOR BUILBRES FANTING THAT MAY OCCUR FROM DRILL MOVEMENTS, FIRST AID CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND.		5/1	FIRST AID KIT ON HAND, STAFF SLIPERVISION	HEAD	MINOR INTRIES, MINOR HEAD INTRIES, CUTS, BRUSES	DNAATIS	DRILL COMP	w
	STAFF PRISENCE ON THE DRILL DECK AT ALL TMES, REAGILY AVAILABLE TO RESPOND TO MINOR NULRISSFANTING THAT MAY OCCUR FROM DRILL MOVABANINS, PRIST AND CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND.		T 5/1	FIRST AID KIT ON HAND, STAFF SLIPEBVISION, AVAILABLE WATER SOURCES FOR MIDN TO REPLENISH NOWIDUAL WATER, BRIEF ON NOT LOCKING KNIES	DENESS,	HEAD NURY, LIGHTHEADEINESS, BRUSES, MINOR NURIES	PASSING OUT	DRILL COMP	ы
	STAFF PRESENCE ON THE DRILL DECK AT ALL TIMES, READILY AVAILABLE TO RESPOND TO MINOR DVIRES FAVITING THAT MAY OCCUR FROM DRILL MOYNAMINE, REAS TAD CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND.		5/1	FIRST AID KIT ON HAND, STAFF SLIPERVISKON, PROPER WEAPONS HANDLING, AVAILABLE WATER SOURCES ON HAND FOR MEDN TO REPLENISH INDIVIDUAL WATER	PASSING OUT	MINOR DUTRIES, CUTS, BRUSES, MINOR HEAD INURIES, PASSING OUT	RIFLE RELATED MOVEMENT NURIES	DRIIL COMP	-
Monitor / Review / Feedback		Residual Risk	Student to Instructor Ratio	Type of Control	Initial Risk	Potential injury	Hazard and Root Cause	Training Topic / Event / Step	Lesson #
Supervise	Implement Controls		-	Make Risk Decisions	ssess Hazards	Assess	Identify the Hazards	Ident	
damage), although the "probability" of an injury or loss is "unlikely	severe injury or damage), although the "prister (HR))	werity level II (otals chart un	set) or se	ent 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 (E) or "seldom (D)," must be considered High Risk Training. (populates automatically on initial RAC totals chart under (HR))	or 2, as well as an assignment of RAC 3 in ," must be considered High Risk Trainin	t code (RAC) of 1 or 2, as E)" or "seldom (D)," must	Per OPNAVINST 1500.75 series, an assignment of any initial risk assessment of the control of the	VINST 1500.75 series, av	Per OPN/
ill occur in time. Unlikely to occur, but possible in the service life for an	INLIKELY (E); Unlikely it will occur in time. Unlikely to occlusive about them or group.	LNLIKELY inventory it		de hazarda are associated with one training topic/event, start a new see to identify the additional hazards, potential injury, and controls for each	ards are associated with one ddiffonal hazards, potential	Marie		Diet	
spected to occur sometime to an individual rry of items, or group.	SELDOM (II): Soldon may occur in time. Can reasonably be proposed to occur sometime to an individual literary persona, or several times over a service life for an investory of form, or group.	SELDOM d	personnel, operty or	<u>VECLICIBLE (IV)</u> Little or no adverse impact on minion capability or unit readiners. Minimal threat to personnel safety, or health. Slight equipment or systems damage, but fully functional and serviceable. Little or no property or avironmental damage.	or no adverse impact on mi pripraent or systems damage	NEGLIGIBLE dV): Liebe rafety, or health. Slight or environmental damage.		Madicitic Madicitic Invariant principal to the part of the part	
occur several times to an individual item or t or group.	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.		property, o	MODERATE (III). Degraded mission capability or unit readiness. Minor damage to equipment, systems, property, or the environment. Minor injury or illness.	ded mission capability or un ajury or illness.	MODERATE (III): Degraded mission cap the environment. Minor injury or illness	- K		ALINSANS Of Manard
maneliasty or within a short peliod of time. Expected to occur frequently to an continuously over a service life for an inventory of items or group.	LIKELY (II): Likely to occur immediately or within a short peliod of time. Expected to occur for individual item or persons; or continuously over a service life (of a an inventory of items or group.	individual is	amout.	<u>DRITICAL III:</u> Significantly degraded minoise capability or unit readment. Permanent partial disability or revers ajury or illaeut. Extendre damage to equipment or systems. Significant damage to properly or the environment. Security failuret. Significant collateral damage.	rify degraded mission capab e damage to equipment or x et collateral damage.	CRITICAL III: Significantly degraded mission injury or illness. Extensive damage to equipms Security failure. Significant collateral damage.	E SE	Continues of Australians Continues of Australi	
to an individual item or person; or sup.	BECHENT (A). Prequest to occur. Confinensusly experienced to an individual item or person; or confinensusly over a service life for an inventory of items or group.	-	ous of a leal security	(ATASTROPHC II): 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 tribute. Unacceptable collateral damage.	r of the ability to accomplish equipment. Major facility d steral damage.	CATASTROPHIC (I): Loss of the ability mission-critical system or equipment. M failure. Unacceptable collaboral damage.		Assessment A Matrix	Ą
-				SEVERITY			PROBABILITY Frommers of Occurrence Over Time	Risk	
(Populator automatically)	signing for. Click on the drop down button and rill automatically save to the document.	ne that you are he form and it v	olayed nan layed on ti	You must enable "View Signatures" to sign the document. A dialog box will be displayed on the right side of the document. But the mouse over the displayed name that you are signing for. Clic unother box will be displayed. Click 'OK', then enter your name as you want it displayed then click 'Nign'. Your signature should now be displayed on the form and it will automatically	ill be displayed on the righ as you want it displayed the	document. A dialog box w K", then enter your name:	You must enable "View Signatures" to sign the document. A dialog box will be displayed on the right side of the document another box will be displayed. Click 'OK', then enter your name as you want it displayed then click 'sign'.	(Populates automatically)	(Pop
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	Commanding Officer / Officer in Charge	nmanding	Cor	HR-ISA / ISO / Safaty Officer	HR-TSA / TSG	mer	Course Supervisor / Process Owner	0 0	M (HR)
0 EH (HR)			×		×		×	0	EH (HR)
Residual RAC Totals:	Location: BOOLDEK FD, CAMPOS, I RALES		7	rearning and, co-bounder MKO1C		CINCUP: NA		Initial RAC Totals:	lnitia
0	Location: BOILL DED DO CAMBLE TRAIL			I saming Sin: CILBaulder NDOTO		CINICOD: NIA		NOTE THE OUT OF	2

CU BOULDER CAMPUS MAP



- 1. $\underline{\text{Gate 6}}$. The entrance to the CU NROTC battalion spaces, which are located inside the stadium.
- 2. Balch Fieldhouse. The location of the color guard competition.
- 3. $\underline{\text{Kitt Fields}}$. The location of the platoon and squad drill competition.
- 4. <u>The Bubble</u>. The location of platoon and squad drill competition in the event of inclement weather.



- 1. Start at the CU Boulder football stadium/NROTC unit.
- 2. Go East on Colorado Avenue and then turn North onto Folsom St.
- 3. Follow Folsom St. until Arapahoe Ave, then turn East.
- 4. Make a U-Turn at 48th St. and then turn right into the parking lot.

DRILL EVENTS TIMELINE

Time	Color Guard	Squad Drill	Platoon Drill
0700-0720	Colorado	Nebraska	Colorado
0720-0740	<mark>ASU</mark>	Minnesota	Iowa
0740-0800	California	New Mexico	Kansas
0800-0820	Nebraska	U of A	Oklahoma
0820-0840	Minnesota	Iowa	
0840-0900	New Mexico	Kansas	
0900-0920	Iowa	<mark>Oklahoma</mark>	
0920-0940	Kansas	ASU	
0940-1000	Oklahoma		

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION
AFTER ACTION REPORT:
What did you like about the competition?
What did you not like about the competition?

If you were in charge of this competition, what would you change

for next year?