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MIDN
3 Mar 2023

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 / Indoor 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, gear list and volunteer roles
(8) After Action Report

1. Orientation. The drill competition and color guard competition will be taking place on Kittredge Fields. In case of inclement weather, platoon/squad drill and color guard will be moved to Balch fieldhouse. See enclosure (5) for a map of the facilities
1. Situation. To host a challenging and fair drill competition between the participating battalions across the nation at the University of Colorado Boulder on 4 March 2022.
2. Mission. 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.

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a. Commander's Intent

(1) Purpose. 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) Endstate. 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.

b. Concept of Operations.

The concept of operations will be conducted in 4 phases.

(1) Phase I: Preparation.

(a) 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.

(b) Squad and platoon drill event teams may practice before their report time on available space on the main competition field at Kittredge Fields, or on any adjacent open fields. Color guard teams may practice on any available space on kitt fields or in Balch Fieldhouse/outside of the fieldhouse in the courtyard, depending on the location of the event. 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, Balch fieldhouse. NO teams will be permitted to practice with drill rifles. Rifles will be issued prior to a team's go time. See enclosure (5) for a labeled map of the CU main campus, see enclosure (7) for team schedule.

(c) All teams will be present at their corresponding competition area 20 minutes before their start time 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

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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, will compete in 30-minute time slots. 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) Phase III: Evaluation. 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 Kittredge Fields and if needed, 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) Drill OIC. 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) Drill AOIC. The Drill AOIC will assist the Drill OIC with all email correspondence and communication with the teams. The Drill AOIC is also responsible for gear accountability. Drill AOIC will assist in ensuring that CUNROTC drill team is prepared for competition.

(3) Judges. 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. See enclosure for AMOI judging schedule.

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(4)Runners. The runners are responsible for transporting score sheets from either Kittredge Fields or Balch Fieldhouse to Headquarters.

(5)Videographers. 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 Field and potentially Balch Fieldhouse).

(6)Competing Members. 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. Drill cards must be memorized, reading off a physical card is not authorized. 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)Rifle Handlers. 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 (Kittredge 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. Radios may be used for intra-event comms.

(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 (7) for the 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

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each be given one drill card to practice prior to the competition. Teams will perform that drill card at the event. Indoor drill cards will be included as well. These cards will only be used in the case of inclement weather that prohibits the use of outdoor cards. Schools will be notified ahead of time if the alternate indoor cards are going to be used.

(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. Rubber rifles may be available, drill rifles will not be authorized or available.

(8) At the completion of each squad drill, platoon drill, and color guard performance, the head judge will debrief the competing team (unit leader) on their score. The videographer will then take the score sheet to the head table at the location.

(9) Unit Leader Instructions. 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

(c) The unit commander will then execute an about-face and report to the Senior Judge. When reporting to the Senior Judge, the unit commander

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will say **"Good Morning (Rank of Senior Judge, (school name or team name) is formed and prepared for the conduct of close-order drill."**

(d) 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).

(e) 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. The drill card must be executed from memory.

(f) 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".

(g) Following the last command on the drill card and completion of their competition, the unit commander will return to their CU NROTC liason for further instruction.

(e) 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) Evaluations. 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. see enclosure (7) for the judging schedule.

(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.

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(c) Upon completion of the drill card, unit leaders will wait for feedback from the judges with their squad/platoon.

(11) Scoring. Each judge will have a copy of the score sheets and will fill out the score sheet based on the 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 videotape 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 a marker during platoon drill, squad drill, and color guard is prohibited.

4. Administration and Logistics.

a. Administration.

(1) Squad drill. The teams will be composed of 1 unit leader and a minimum of 6 and a maximum of 13 midshipman squad members. The only rifles allowed in squad drills 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) Platoon Drill. 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) Color Guard. 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.

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(4) Video Recordings. There will be a video recorder at each of the drill events designated to record the teams that compete. They will record the performing team.

(5) Unnecessary Noises. 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) Judges. Score sheets will be shown to the teams after their performance and judges will explain their reasoning for all point deductions.

(7) Drill Manual. 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 on the day of the competition through drill personnel.

(8) Tie Breaker. 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.**

(2) Rifle Check Out. 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.

(3) It is up to the discretion of color guard teams if they would like to bring their own M1s/M16s or 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.

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CU NROTC will not provide colors for color guard, nor swords or
guideons for squad and platoon drill.

5. Command and Signal.

a. Command. Points of contact for all drill-related questions can
be referenced below.

b. 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.

- (a) MIDN 2/C Eddington (Meet OIC):
coloradomeet2023@gmail.com
(720) 660-2348
- (b) MIDN 2/C McLaren (Meet AOIC):
William.mclaren@colorado.edu
(810) 923-4859
- (c) MIDN 2/C Kirschenbaum (Drill OIC):
Saki5094@colorado.edu
(408) 431-7160
- (d) MIDN 2/C Walsh (Drill AOIC):
Gowa9490@colorado.edu
(570) 772-7493

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

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INDOOR DRILL CARDS
(ONLY TO BE USED IN THE CASE OF INCLEMENT WEATHER)

SQUAD DRILL CARD: INDOOR

1. FORM THE SQUAD (CLOSE INTERVAL)
2. EXTEND ON LINE
3. SIDE STEP (LEFT/RIGHT)
4. PRESENT ARMS
5. ORDER ARMS
6. RIFLE SALUTE
7. LEFT SHOULDER ARMS
8. RIGHT SHOULDER ARMS
9. ORDER ARMS
10. FACING (LEFT/RIGHT)
11. ABOUT FACE (REPEAT)
12. PARADE REST
13. COLUMN RIGHT (HALTED)
14. RIGHT OBLIQUE (IN PLACE HALT)
15. COLUMN LEFT
16. TO THE REAR (X2)
17. COLUMN HALF LEFT (REPEAT)
18. CHANGE STEP
19. COLUMN LEFT
20. FALL OUT

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INDOOR DRILL CARDS
(ONLY TO BE USED IN THE CASE OF INCLEMENT WEATHER)

PLATOON DRILL CARD: INDOOR

1. FORM THE PLATOON
2. PARADE REST
3. PRESENT ARMS
4. SIDE STEP LEFT
5. SIDE STEP RIGHT
6. FORM FOR INSPECTION
7. LEFT SHOULDER ARMS
8. RIGHT SHOULDER ARMS
9. PORT ARMS
10. ORDER ARMS
11. CLOSE RANKS
12. CLOSE COLUMN HALTED
13. EXTEND WHILE MARCHING
14. COLUMN RIGHT
15. RIGHT FLANK/RETURN TO COLUMN
16. COLUMN LEFT
17. TO THE REAR (X2)
18. COLUMN HALF LEFT (REPEAT)
19. CHANGE STEP
20. COLUMN LEFT
21. EYES RIGHT
22. FALL OUT

Enclosure (1)

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PLATOON DRILL SCORING SHEET

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

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SQUAD DRILL SCORING SHEET

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

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION

Color Guard Drill Card

- 1.) Attention
- 2.) Carry Colors
- 3.) Forward March
- 4.) Left About
- 5.) Forward March
- 6.) Left About
- 7.) Forward March
- 8.) Eyes Right
- 9.) Ready Front
- 10.) Right Wheel
- 11.) Forward March
- 12.) Right Wheel x2
- 13.) Forward March
- 14.) Left Wheel
- 15.) Forward March
- 16.) Halt
- 17.) Present Colors
- 18.) Order Colors
- 19.) At Ease
- 20.) Dismissed (not graded)

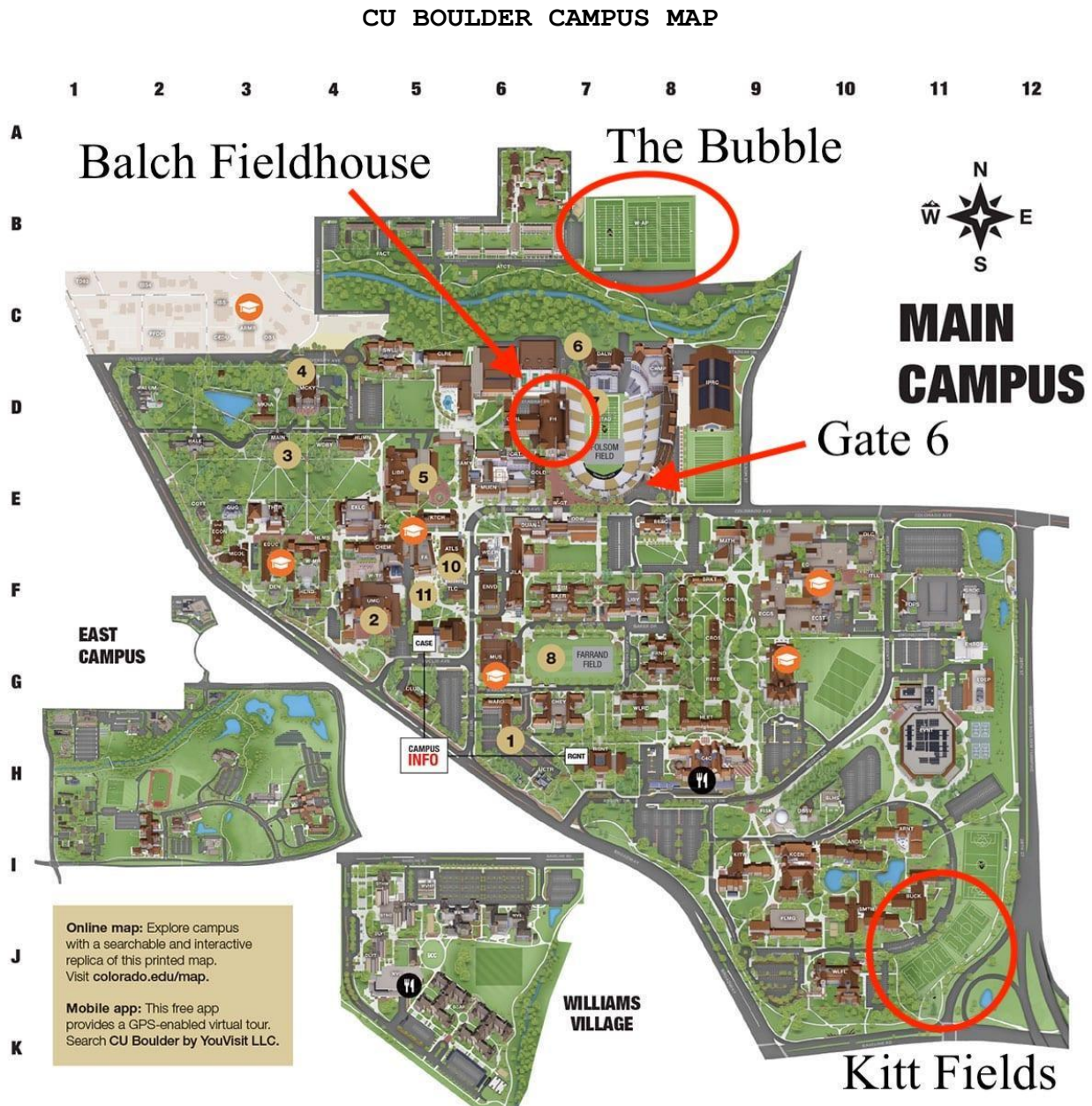
Enclosure (2)

COLOR GUARD DRILL CARD AND SCORING SHEET

University:							
Judge:							
Movement		Score					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

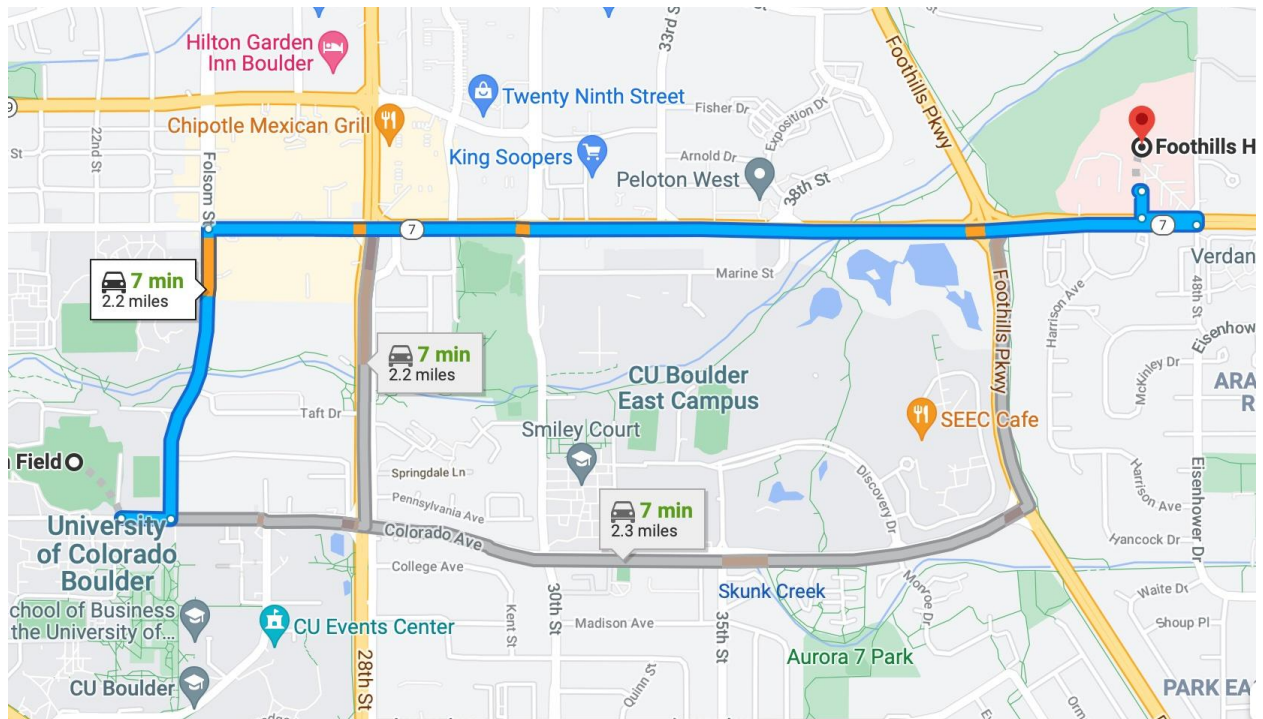
COI: COLORADO MEET 2020			CIN/COMP: NIA		Learning Site: CU-Boulder NROTC		Location: BOULDER PD, CAMPUS, TRAILS																																	
Initial RAC Totals:			<table border="1"> <tr><td>EH (HR)</td><td>0</td></tr> <tr><td>H (HR)</td><td>0</td></tr> <tr><td>M (HR)</td><td>0</td></tr> <tr><td>L</td><td>0</td></tr> </table>		EH (HR)	0	H (HR)	0	M (HR)	0	L	0	<table border="1"> <tr><td>EH (HR)</td><td>0</td></tr> <tr><td>H (HR)</td><td>0</td></tr> <tr><td>M (HR)</td><td>0</td></tr> <tr><td>L</td><td>0</td></tr> </table>		EH (HR)	0	H (HR)	0	M (HR)	0	L	0	<table border="1"> <tr><td>EH (HR)</td><td>0</td></tr> <tr><td>H (HR)</td><td>0</td></tr> <tr><td>M (HR)</td><td>0</td></tr> <tr><td>L</td><td>0</td></tr> </table>		EH (HR)	0	H (HR)	0	M (HR)	0	L	0								
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<p>You must enable "New Signatures" to sign the document. A dialog box will be displayed on the right side of the document. Put the mouse over the displayed name that you are signing for. Click on the drop down button and another box will be displayed. Click "OK" then enter your name as you want it displayed then click "Sign". Your signature should now be displayed on the form and it will automatically save to the document.</p> <p>(Perhaps automatically)</p>																																								
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<p>Per OPMANINIST 1300.73 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 1 (death or loss of asset) or severity level 2 (severe injury or damage), although the "probability" of an injury or loss is "unlikely (E)" or "medium (M)", must be considered High Risk Training. (Populates automatically on initial RAC totals chart under (HR))</p>																																								
Identify the Hazards			Assess Hazards			Make Risk Decisions																																		
Lesson #	Training Topic / Event / Step	Hazard and Root Cause	Potential Injury	Initial Risk	Type of Control	Student to Instructor Ratio	Residual Risk	Cher and Concede Control Implementation	Monitor / Review / Feedback																															
1	DRILL COMP	RAPE RELATED MOVEMENT INJURIES	MINOR INJURIES, CUTS, BRUISES, MINOR HEAD INJURIES, PASSING OUT	511	FIRST AID KIT ON HAND, STAFF SUPERVISOR, PROPER WEAPONS HANDLING, AVAILABLE WATER SOURCES ON HAND FOR MIND TO REPLENISH INDIVIDUAL WATER	511	STAFF PRESENCE ON THE DRILL DECK AT ALL TIMES, READY AVAILABLE TO RESPOND TO MINOR INJURIES/FANTING THAT MAY OCCUR FROM DRILL MOVEMENTS, FIRST AID CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND	STAFF PRESENCE ON THE DRILL DECK AT ALL TIMES, READY AVAILABLE TO RESPOND TO MINOR INJURIES/FANTING THAT MAY OCCUR FROM DRILL MOVEMENTS, FIRST AID CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND																																
2	DRILL COMP	PASSING OUT	HEAD INJURY, LIGHT HEADINESS, BRUISES, MINOR INJURIES	511	FIRST AID KIT ON HAND, STAFF SUPERVISOR, AVAILABLE WATER SOURCES FOR MIND TO REPLENISH INDIVIDUAL WATER, BRER ON NOT LOCKING KNEES	511	STAFF PRESENCE ON THE DRILL DECK AT ALL TIMES, READY AVAILABLE TO RESPOND TO MINOR INJURIES/FANTING THAT MAY OCCUR FROM DRILL MOVEMENTS, FIRST AID CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND	STAFF PRESENCE ON THE DRILL DECK AT ALL TIMES, READY AVAILABLE TO RESPOND TO MINOR INJURIES/FANTING THAT MAY OCCUR FROM DRILL MOVEMENTS, FIRST AID CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND																																
3	DRILL COMP	SLEEPING	MINOR INJURIES, MINOR HEAD INJURIES, CUTS, BRUISES	511	FIRST AID KIT ON HAND, STAFF SUPERVISOR	511	STAFF PRESENCE ON THE DRILL DECK AT ALL TIMES, READY AVAILABLE TO RESPOND TO MINOR INJURIES/FANTING THAT MAY OCCUR FROM DRILL MOVEMENTS, FIRST AID CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND	STAFF PRESENCE ON THE DRILL DECK AT ALL TIMES, READY AVAILABLE TO RESPOND TO MINOR INJURIES/FANTING THAT MAY OCCUR FROM DRILL MOVEMENTS, FIRST AID CHECKED PRIOR TO EVENT START TO ENSURE PROPER SUPPLIES ON HAND																																



1. Gate 6. The entrance to the CU NROTC battalion spaces, which are located inside the stadium.
2. Balch Fieldhouse. Alternate space that may be used for color guard and in case of inclement weather.
3. Kitt Fields. The location of the platoon and squad drill competition.

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION

MAP TO FOOTHILLS HOSPITAL



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.

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION

DRILL EVENTS TIMELINE

time	PLT drill	PLT drill AMOI Judges	SQD Drill	SQD Drill AMOI Judges
0700-0730	Colorado		Team 1	
0730-0800	team 2		Team 2	
0800-0830	team 3		Team 3	
0830-0900	team 4		Team 4	
0900-0930	team 5		Team 5	
0930-1000	team 6		Team 6	
1000-1030	team 7		Team 7	
1030-1100	team 8		Team 8	
1130-1200	team 9		Team 9	
1200-1230	team 10		Team 10	
1230-1330	team 11		Team 11	
1330-1400	team 12		Team 12	

time	team	AMOI judges
0700-0720	team 4	
0720-0740	team 2	
0740-0800	team 3	
0800-0820	colorado	
0820-0840	team 5	
0840-0900	team 6	
0900-0920	team 7	
0920-0940	team 8	
0940-1000	team 9	
1000-1020	team 10	
1020-1040	team 11	
1040-1100	team 12	
1100-1120	team 13	
1120-1140	team 14	
1140-1200	team 15	

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION

VOLUNTEERS AND GEAR

Gear List

1. Drill rifles
2. video cameras (3)
3. printed scoresheets
4. clipboards (10)
5. USMC Drill manual

Volunteers needed - EST 10 PAXs

- A. check-in (3)
- B. score runners (3)
- C. Rifle handlers (4)
 - a. 1-2 MECEP's preferred
- D. Pre-meet working party - clean and lubricate rifles
 - a. 10+ PAX

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?