From: Midshipman 2/C McLaren, University of Colorado Naval Reserve Officer Training Corps Unit
To: All Hands

Subj: COLORADO MEET DRILL COMPETITION LETTER OF INSTRUCTION

Encl: (1) Platoon Drill Cards
      (2) Platoon Drill Scoring Sheet
      (3) Platoon Unit Leader Scoring Sheet (Sword)
      (4) Platoon Unit Leader Scoring Sheet (Rifle)
      (5) Squad Drill Cards
      (6) Squad Drill Scoring Sheet
      (7) Squad Unit Leader Scoring Sheet (Sword)
      (8) Squad Unit Leader Scoring Sheet (Rifle)
      (9) Color Guard Drill Card and Scoring Sheet
      (10) Operational Risk Management
      (11) CU Campus Map
      (12) Map to Boulder Community Hospital
      (13) Drill Events Timeline
      (14) After Action Report

1. **Orientation.** The drill competition will be taking place in the Champions Center and Balch Fieldhouse. See Enclosure (11) for a map of the facilities and directions on how to get there.

2. **Situation.** To host a challenging and fair Drill competition between the participating Battalions across the Nation at the University of Colorado at Boulder on 2 March 2019, in the Champions Center and Balch Fieldhouse commencing at 0700.

3. **Mission.** The NROTC Unit at Boulder Colorado will be hosting the annual Colorado drill competition in order to give the opportunity for schools to compete in squad drill, platoon drill, color guard and individual drill.

4. **Execution**
   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
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fellow midshipman to exercise their leadership abilities and communication skills, and reinforce the value of tradition in both the Marine Corps and Navy through events such as drill and color guard.

(2) Endstate. Upon the completion of the Drill Competition, there will be a first, second, and third place team. The teams will have gained more 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. The Drill OIC and AOIC will prepare the plan 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 0630, all judges, runners, and necessary personnel for the squad drill and platoon drill events will arrive at the Champions Center. All judges, runners, and necessary personnel for the color guard drill event will arrive at Balch Field House.

(b) Squad and platoon drill event teams may practice before their report time on the Buff Walk, located west of the champions center. Color guard teams may practice outside Balch Fieldhouse. See enclosure (11) for a labeled map of the CU campus.

(c) Every squad and platoon drill team will be present at the Champions Center 20 minutes prior to their start time and every color guard team will be present at Balch Fieldhouse 20 minutes prior to their start time in order to check in and prepare equipment and ensure accountability.

(d) The competition will commence at 0700. Squad drill and color guard will compete in 20-minute time slots. Platoon drill will compete in 40-minute time slots. These time slots include time for the senior judge for the event to debrief teams on their score.
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(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 MCO5060.20 drill manual. All scores will be final after the 30 minute contention window.

(f) After the completion of all other drill events and before the Colorado Meet awards are presented, individual drill will take place in Balch Fieldhouse.

(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 the Champions Center and Balch Fieldhouse is clean and secure. All gear used at both locations will be returned to their respective places back at the unit.

c. Tasks

(1) Drill OIC. The Drill OIC is responsible for all email correspondence and communication to teams. The Drill OIC is responsible for the smooth flow and the fairness of all Drill events.

(2) Drill AOIC. Is responsible to assist the Drill OIC with all email correspondence and communication to teams. The Drill AOIC is also responsible for gear accountability.

(3) Judges. There will be 3 judges per Drill Event and will be staffed by unit AMOIs. Each judge will grade the team individually. The score for the team will be the average of the 2 highest scores from the judges plus 10% of the unit leader score.

(4) Runners. Runners are responsible for transporting score sheets from either Balch Fieldhouse or the Champions Center to Headquarters.

(6) Videographers. Videographers are responsible for filming each drill event and transporting score sheets from the Senior Judge to the head table in each venue (Champions Center and Balch Fieldhouse).
(7) Competing members. 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 manual.

(8) Rifle handlers. Rifle handlers will be responsible to maintain accountability for all rifles on hand and on deck. They will log the number of rifles and the time they have been checked out by the midshipmen and the school they attend. There will be one rifle handler for the Champions Center and one rifle handler for Balch Fieldhouse.

d. Coordinating Instructions.

(1) The OIC and AOIC will be available to contact prior to the event via email or cell phone. During the event cell phones will be singular the 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 expected to arrive 20 minutes prior to this given start time in order to check in and 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 have 2 drill cards, teams will perform the drill card that the judge randomly selects for them.

(5) Active duty (MECEPs and OCs) will be prohibited in competing in all drill events.

(6) All drill movements will be executed in accordance with MCO P5060.20.

(7) All pre-competition practice for platoon drill and squad drill events will take place on the Buff Walk. All pre-
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Competition practice for color guard will take place outside Balch Fieldhouse.

(8) At the completion of squad drill, platoon drill, and color guard the head judge will debrief the competing team on their score. The videographer will then take the score sheet to the head table in the Champions Center for squad and platoon drill, or the head table in Balch Fieldhouse for color guard.

(9) Any midshipman who participated in squad drill, platoon drill, or color guard are eligible to also participate in individual drill. The individual drill competition will take place in Balch Fieldhouse after the conclusion of all other drill events, and prior to the Colorado meet award ceremony.

(10) **Unit Leader Instructions**

(a) At the scheduled time the unit leader will wait with the members of his/her squad/platoon. Upon notification from the Senior Judge, 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/Platoon to fall in.

(b) Upon issuance of the command to fall in, all movements by the Squad/Platoon and commands given by the unit commander will be graded.

(c) The procedure for forming the Squad/Platoon is as follows:

1. FALL IN
2. REPORT
3. INSPECTION ARMS
4. PORT ARMS
5. ORDER ARMS

(d) 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
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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/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 given drill card.

(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 penalized as such. Unit commanders are allowed 1 "Free Movement".

(g) 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.

(11) Evaluations

(a) 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 competes.

(b) 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.

(c) Every point deduction will be made for failure to properly comply with MCO P5060.20.
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(d) Upon completion of the drill card, unit leaders will return the drill card to the Senior Judge and will wait for feedback from the judges with their squad/platoon.

(12) Scoring

(a) Each judge will have a copy of the score sheets and will fill out the score sheet completely based off the performance of the team they are judging.

(b) Each event will have three judges. The lowest score out of the three scores by the judges will be discounted, then the average of the two higher scores will be taken as the overall score for the team.

(c) If a unit leader disputes 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 lead debrief, the right to challenge shall be forfeited.

5. **Administration and Logistics**

   a. **Administration**

   (1) **Squad Drill.** The teams will be composed of 1 unit leader and a minimum of 6 or maximum of 13 midshipmen squad members. The only rifles allowed in Squad Drill are M16 demilitarized rifles or M1 demilitarized rifles. The unit leader can carry either a rifle or a sword, while each squad member carries a rifle. No guide will be used in Squad Drill.

   (2) **Platoon Drill.** The teams will be composed of 1 unit leader, 1 guide, and a platoon comprising of a minimum of 15 or maximum of 30 midshipmen. The platoon must have 3 evenly distributed squads. The only rifles allowed in Platoon Drill are M16 demilitarized rifles or M1 demilitarized rifles. The unit leader can carry either a rifle or a sword, the guide will carry a guideon, 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
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Option), and left rifle. The only rifles allowed in Color Guard are M16 demilitarized rifles or M1 demilitarized rifles.

(4) Individual Drill. There will be a mixed mass formation with midshipmen who participated in squad drill, platoon drill, and color guard. Any midshipman who competed in squad drill, platoon drill, or color guard are eligible to participate, but it is not mandatory. The senior judge will call random stationary commands (there is no pre-determined drill card) for all the midshipmen formed. The rest of the drill judges will walk through the formation tapping midshipman out for performing an incorrect drill movement. If a midshipman is tapped by a judge there will be no disputes; the decision is final. This will keep going until there is one midshipmen left. The last 5 midshipmen will receive an individual award.

(5) Video Recordings. There will be 2 runners in each of the drill events recoding the teams that compete. Each runner will record the preforming team from 2 different points of view.

(6) Unnecessary Noises. There will be no loud noises from the spectators to allow a fair, respective, and quiet environment for the rest of the teams competing in the drill competition. Point deductions for noise will be deducted at the judge’s discretion.

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

(8) Drill Manual. Squad drill, platoon drill, color guard and individual drill 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 P5060.20) will be located at the venue for reference on the day of the drill competition.

(9) 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 tie breaker. The average of the 2 score sheets that were used to make up the team average will be used again but now to compute the average score of the team leader. The team with the highest team leader average will win the tie breaker. There will be no tie in individual drill.
b. **Logistics**

   (1) Uniform.

   (a) The uniform for all Drill events will be slicked khakis (No ribbons, nameplates or insignia).

   (b) Slicked khakis are to be worn only in the drill competition area and surrounding areas to practice of CU Boulder's campus. **It is not an authorized uniform for the city of Boulder.**

   (2) **Rifle Check out.** It is strongly recommended that teams bring their own rifles for the competition. In the circumstances that teams do not have rifles, CU NROTC will provide demilitarized M16s at the Champions Center and demilitarized M1's at Balch Fieldhouse to check out. **If you plan on using any of CU NROTC's rifles please email the Drill OIC at least two weeks in advance.** On the day of the drill competition, there will be a designated rifle handler at the Champions Center and at Balch Fieldhouse. ID verification will need to be presented to the designated rifle handler. Due to the limited number of rifles, check out will only be for competition, not for practice. CU NROTC will not provide colors for color guard.

6. **Command and Signal**

   a. **Command.** Points of Contact for all Drill related questions can be referenced bellow

   b. **Signal.** All communications during the day of the event can be conducted verbally over cell phone.

   (1) **Points of Contacts**

   (a) MIDN 2/C McLaren (Meet OIC): alexander.mclaren@colorado.edu, (810)923-7545.

   (b) MIDN 2/C Stetz (Meet AOIC): hugo.stetz@colorado.edu (619)846-8415.
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(c) MIDN 3/C Lee, (Drill OIC):
    rachel.lee-1@colorado.edu,
    (713) 376-6730.

(d) MIDN 3/C Bonilla, (Drill AOIC):
    marcus.bonilla@colorado.edu,
    (720) 403-5677.

[Signature]

A. W. MCLAREN
PLATOON DRILL CARDS

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

CARD 2
1. FORM THE PLATOON (AT CLOSE)
2. EXTEND INTERVAL IN LINE
3. OPEN RANKS
4. AT EASE
5. SIDE STEP LEFT
6. PORT ARMS
7. LEFT SHOULDER ARMS
8. RIGHT SHOULDER ARMS
9. PRESENT ARMS
10. ORDER ARMS
11. CLOSE RANKS
12. COLUMN RIGHT HALTED
13. EXTEND INTERVAL (MARCHING)
14. COLUMN RIGHT
15. RIGHT FLANK/RETURN TO COLUMN
16. COLUMN LEFT (X2)
17. TO THE REAR (X2)
18. COLUMN HALF LEFT (X2)
19. CHANGE STEP
20. COLUMN LEFT
21. EYES RIGHT
22. DISMISSED

Enclosure (1)
## PLATOON DRILL SCORING SHEET 1

<table>
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<tr>
<th>MOVEMENT</th>
<th>REMARKS</th>
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<td>1. FORM THE PLATOON (NORMAL)</td>
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<td>2. FORM FOR INSPECTION</td>
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<td>3. PARADE REST</td>
<td>EXECUTION (0.5), L-HAND PLACE (1.0), 12” (1.0), HEELS ON LINE (1.0), WPB PLACE (0.5)</td>
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<td>4. SIDE STEP LEFT</td>
<td>EXECUTION (1.0), 12” STEP (1.0), T-ARMS (0.5), COVER (0.5), ALIGN (0.5), INT (0.5)</td>
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<td>5. SIDE STEP RIGHT</td>
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<td>6. PORT ARMS</td>
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<td>7. LEFT SHOULDER ARMS</td>
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<td>8. RIGHT SHOULDER ARMS</td>
<td>EXECUTION/NAP &amp; PRECISION (0.5/0.5), CARRIAGE (0.5) ANGLE (0.5) WRIST (0.5) FOREARM (0.5) HEELS VISIBLE (0.5) QTC (0.5)</td>
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<td>12. COLUMN RIGHT</td>
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<td>13. EXTEND INTERVAL (MARCHING)</td>
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<td>19. CHANGE STEP</td>
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<td>21. EYES, RIGHT</td>
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<td>22. FALL OUT</td>
<td>HESITATION (1.0) DROP IN PLACE (1.0), RUN (1.0), PORT ARMS (1.0)</td>
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**EVALUATOR:**

Enclosure (2)
## PLATOON DRILL SCORING SHEET 2

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<td>12. COLUMN RIGHT HALTED</td>
<td>EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN(0.5), 30&quot;STEP(0.5), INT(1.0)</td>
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<td>13. EXTEND INTERVAL (MARCHING)</td>
<td>EXECUTION(0.5), #STEPS(1.0), COVER(0.5), INT(0.5), ALIGN(0.5), 15&quot;-30&quot;(0.5), 30&quot;-15&quot;(0.5)</td>
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<td>14. COLUMN RIGHT</td>
<td>EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN(0.5), 30&quot;STEP(0.5), INT(1.0)</td>
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<tr>
<td>15. RIGHT FLANK/RETURN TO COLUMN</td>
<td>EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN(0.5), 30&quot;STEP(0.5), INT(1.0)</td>
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<td>16. COLUMN LEFT (X2)</td>
<td>EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN(0.5), 30&quot;STEP(0.5), INT(1.0)</td>
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<tr>
<td>17. TO THE REAR (X2)</td>
<td>EXECUTION(1.0), 15&quot;STEP(1.0), INT(0.5), ALIGN(0.5), COVER (0.5), ARM(SWING (0.5)</td>
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<tr>
<td>18. COLUMN HALF LEFT (X2)</td>
<td>EXECUTION(0.5), TAB(1.0), 30&quot;STEP(1.0), 1/2 STEPS(1.0), INT(0.5)</td>
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<tr>
<td>19. CHANGE STEP</td>
<td>EXECUTION(1.0), R-FOOT PLACEMENT(1.0), SKIP (1.0), DRAG (1.0)</td>
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<tr>
<td>20. COLUMN LEFT</td>
<td>EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN(0.5), 30&quot;STEP(0.5), INT(1.0)</td>
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<tr>
<td>21. EYES, RIGHT</td>
<td>EXECUTION(0.5), ALIGN(1.0), WENS ANGLE(0.5), ARM(SWING(0.5), DIST(0.5), COVER (0.5), GUIDE (0.5)</td>
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<tr>
<td>22. DISMISSED</td>
<td>HESITATION(1.0) DROP IN PLACE (1.0), RUN (1.0) IA(1.0)</td>
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</tbody>
</table>

**EVALUATOR:**

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Enclosure (2)
PLATOON UNIT LEADER SCORING SHEET (SWORD)

1. PERSONAL APPEARANCE (5): ___(5) SHOES/SHIRT/LEGGINGS/COVER/RIBBONS

2. RIFLE SALUTE (4):
   ___(1) STRAIGHT WRIST
   ___(1) THUMB TUCKED
   ___(1) CONTROL/OUT/R ARM AND RIFLE STRAIGHT
   ___(1) THUMBS T-SEAMS

3. REPORTING (2):
   ___(1) INCORRECT FORMAT
   ___(1) 6" ON LINE W/NECK HEAD MVMT/3" DECK/3" CUT/RT
   ___OF RT SHOE

4. POSITION OF UNIT LEADER (15):
   ___(2)(2)(2) 3-6 PACES AND CENTERED
   ___(1) 1 PACE RT/LEFT WHEN ALIGNING/40/70" DIST
   ___(2) 3/1 PACES EXE ON LINE
   ___(2)(2) EXE WITH PLT DURING HALTED/MARCHING
   ___(2) MARCHING BEST CONTROL/CENTER/LAST

5. COMMANDS (8):
   ___(1) RISE AND INFLECTION/SNAP
   ___(1) 1 COUNT BETWEEN PREP/COM OF EXE
   ___(3) COMMAND GIVEN ON WRONG FOOT
   ___(3) INCORRECT COMMAND

6. CADENCE/PROJECTION (11):
   ___(1) CALLING CADENCE TO CARD/SQUAD
   ___(2) INSUFF CADENCE TO MAINTAIN CONTROL
   ___(1)(1)(1) SING SONG
   ___(1) UNIFORM CADENCE FAST OR SLOW
   ___(1)(1)(1)(1) 112-120

7. CORRECTIONS/JUDGEMENT (11):
   ___(2)(2) CORRECTIONS MADE
   ___(5) LOSS OF CONTROL/YELLOW LINE
   ___(2) COMMANDS GIVEN BEFORE PREVIOUS MVMT
   ___COMPLETED

8. RIFLE CARRIAGE (4):
   ___(1) RT & LFT ARM STRAIGHT/SWING
   ___(1) INCORRECT GRASP OF GRIPS/EXCESSIVE
   ___MOVEMENT
   ___(1) RIFLE CARRIED AT RIGHT SHOULDER ARMS
   ___(1) RIFLE RETURNED TO ORDER ARMS WHILE STIL
   ___AND FACING

9. FOLLOWING CARD (12):
   ___(4)(2/2) MISSED MOVEMENT/CARD KNOWLEDGE
   ___(3) OUT OF SEQUENCE
   ___(1) DROPPED CARD

10. MILITARY PRESENCE (1):
    ___(1) BEARING, COMMAND PRESENCE, POISE

UNIT LEADER POINTS ______
PASSED OR FAILED P or F
GENERAL COMMENTS ____________

Enclosure (3)
PLATOON UNIT LEADER SCORING SHEET (RIFLE)

1. PERSONAL APPEARANCE (5):
   ___(5) SHOES/SKIRT/PIJAMA/COVER/RIBBON

2. RIFLE SALUTE (4):
   ___(1) STRAIGHT WRIST
   ___(1) THUMB TUCKED
   ___(1) CONTROL/CUT/R ARM AND RIFLE STRAIGHT
   ___(1) THUMBS T-SEANS

3. REPORTING (2):
   ___(1) INCORRECT FORMAT
   ___(1) 6" ON LINE W/NECK HEAD MVMT/3" DECK/3" CUT/RT OF
     RT SHOE

4. POSITION OF UNIT LEADER (15):
   ___(2)(2)(2) 3-6 PACES AND CENTERED
   ___(1) 1 PACE RT/LEFT WHEN ALIGNING/40/70" DIST
   ___(2) 3/1 PACE EXE ON LINE
   ___(2)(2) EXE WITH PLT DURING Halted/MARCHING
   ___(2) MARCHING BEST CONTROL/CENTER/LAST

5. COMMANDS (8):
   ___(1) RISE AND INFLATION/SNAP
   ___(1) 1 COUNT BETWEEN PREP/COM OF EXE
   ___(3) COMMAND GIVEN ON WRONG FOOT
   ___(3) INCORRECT COMMAND

6. CADENCE/PROJECTION (11):
   ___(1) CALLING CADENCE TO CARD/SQUAD
   ___(2) INSUPE CADENCE TO MAINTAIN CONTROL
   ___(1)(1) SING SONG
   ___(1) UNIFORM CADENCE FAST OR SLOW
   ___(1)(1)(1) 112-120

7. CORRECTIONS/JUDGMENT (11):
   ___(2)(2) CORRECTIONS MADE
   ___(5) LOSS OF CONTROL/YELLOW LINE
   ___(2) COMMANDS GIVEN BEFORE PREVIOUS MVMT COMPLETED

8. RIFLE CARRIAGE (4):
   ___(1) RT & LFT ARM STRAIGHT/SWING
   ___(1) INCORRECT GRASP OF GRIPS/EXCESSIVE MOVEMENT
   ___(1) RIFLE CARRIED AT RIGHT SHOULDER ARMS
   ___(1) RIFLE RETURNED TO ORDER ARMS WHILE STILL AND
     FACING

9. FOLLOWING CARD (12):
   ___(4)(2/2) MISSED MOVEMENT/CARD KNOWLEDGE
   ___(3) OUT OF SEQUENCE
   ___(1) DROPPED CARD

10. MILITARY PRESENCE (1):
    ___(1) BEARING, COMMAND PRESENCE, POISE

UNIT LEADER POINTS
PASSED OR FAILED P or F
GENERAL COMMENTS

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

### Card 2
1. FORM THE SQUAD
2. PORT ARMS
3. LEFT SHOULDER ARMS
4. RIGHT SHOULDER ARMS
5. PRESENT ARMS
6. ORDER ARMS
7. RIFLE SALUTE
8. REST
9. ABOUT FACE (X2)
10. FACING (RIGHT/LEFT)
11. SIDE STEP (RIGHT/LEFT)
12. COLUMN RIGHT
13. RIGHT FLANK
14. LEFT OBLIQUE MARK TIME
15. COLUMN LEFT
16. TO THE REAR (X2)
17. COLUMN HALF LEFT (X2)
18. COLUMN LEFT
19. CHANGE STEP
20. FALL OUT
# SQUAD DRILL SCORING SHEET 1

<table>
<thead>
<tr>
<th>MOVEMENT</th>
<th>REMARKS</th>
<th>SC</th>
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</thead>
<tbody>
<tr>
<td>1. Form the Squad (Close Interval)</td>
<td>EXECUTION (0.5), DIST (0.5), ALIGN (0.5), REPORT (0.5), COVER (0.5),</td>
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<td>SIZING (0.5)</td>
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<td>2. Extend on Line</td>
<td>EXECUTION (0.5), T-ARMS (0.5), ALIGN (1.0), COVER (0.5),</td>
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<td>ARM SWING (0.5), SQ. DLRS (0.5), FINGERTIPS (0.5)</td>
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<td>3. Port Arms</td>
<td>EXECUTION/SNAP &amp; PRECISION (0.5/0.5), WRIST (0.5), R-FOREARM (0.5),</td>
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<td>ANGLE (0.5), 4 INCHES (0.5), L-HAND PLACEMENT (0.5), QTC (0.5)</td>
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<tr>
<td>4. Left Shoulder Arms</td>
<td>EXECUTION/SNAP &amp; PRECISION (0.5/0.5), CARRIAGE (0.5) ANGLE (0.5)</td>
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<td>WRIST (0.5) FOREARM (0.5) HEELS VISIBLE (0.5) QTC (0.5)</td>
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<tr>
<td>5. Right Shoulder Arms</td>
<td>EXECUTION/SNAP &amp; PRECISION (0.5/0.5), CARRIAGE (0.5) ANGLE (0.5)</td>
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<td>WRIST (0.5) FOREARM (0.5) HEELS VISIBLE (0.5) QTC (0.5)</td>
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<tr>
<td>6. Present Arms</td>
<td>EXECUTION/SNAP &amp; PRECISION (0.5/0.5), L-UPPER ARM (0.5), L-WRIST (0.5),</td>
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<td>L-FOREARM (0.5), R-HAND PLACEMENT (0.5), SLIP RING (0.5), QTC (0.5)</td>
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<td>7. Order Arms</td>
<td>EXECUTION/SNAP &amp; PRECISION (0.5/0.5), 3&quot; (1.0), T-SEAM (0.5), TOE TO</td>
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<td>TOE (1.0), QTC (0.5)</td>
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<td>8. Rifle Salute</td>
<td>EXECUTION (1.0), VISIBLE THUMB (0.5), PALM (0.5), WRIST (0.5),</td>
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<td>FOREARM (0.5), FIRST JOINT (1.0)</td>
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<td>9. Side Step (Left/Right)</td>
<td>EXECUTION (1.0), 12&quot; STEP (1.0), T-ARMS (0.5), COVER (0.5), ALIGN (0.5),</td>
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<td></td>
<td>INT (0.5)</td>
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<td>10. Facing (Left/Right)</td>
<td>EXECUTION (1.0), STRAIGHT LEG (1.0), TOE-TO-TOE (0.5)</td>
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<td>L-HAND PLACE (0.5), HEELS ON LINE (0.5), T-ARMS (0.5)</td>
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<td>11. Parade Rest</td>
<td>EXECUTION (0.5), L-HAND PLACE (1.0), 12&quot; (1.0),</td>
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<td>HEELS ON LINE (1.0), WPN PLACE (0.5)</td>
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<td>12. About Face (Repeat)</td>
<td>EXECUTION (1.0), STRAIGHT LEG (1.0), L-HAND PLACE (0.5), HEELS ON</td>
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<td>LINE (0.5), T-ARMS (1.0)</td>
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<td>13. Column Right</td>
<td>EXECUTION (1.0), ATB (1.0), 30&quot; STEP (0.5), 1/2 STEPS (1.0), INT (0.5)</td>
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<td>14. Right Oblique (In Place Half)</td>
<td>EXECUTION (1.0), COVER (0.5), ALIGN (0.5), INT (0.5), DIST (0.5), Halt (0.5), 30&quot; STEP (0.5)</td>
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<td>15. Column Left</td>
<td>EXECUTION (1.0), ATB (1.0), 30&quot; STEP (0.5), 1/2 STEPS (1.0), INT (0.5)</td>
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<tr>
<td>16. To the Rear (Repeat)</td>
<td>EXECUTION (1.0), 15&quot; STEP (1.0), INT (1.0), ALIGN (0.5), COVER (0.5)</td>
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<td>17. Column Half Left (Repeat)</td>
<td>EXECUTION (0.5), ATB (1.0), 30&quot; STEP (1.0), 1/2 STEPS (1.0), INT (0.5)</td>
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<td>18. Column Left</td>
<td>EXECUTION (1.0), ATB (1.0), 30&quot; STEP (0.5), 1/2 STEPS (1.0), INT (0.5)</td>
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<td>19. Change Step</td>
<td>EXECUTION (1.0), R-FOOT PLACEMENT (1.0), SKIP (1.0), DRAG (1.0)</td>
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<tr>
<td>20. Fall Out</td>
<td>HESITATION (1.0) DROP IN PLACE (1.0), RUN (1.0), PORT ARMS (1.0)</td>
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**EVALUATOR:**

Enclosure (6)
# SQUAD DRILL SCORING SHEET 2

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<tr>
<td>1. FORM THE SQUAD</td>
<td>EXECUTION(0.5), DIST(0.5), ALIGN(0.5), REPORT(0.5), COVER(0.5), SIZING(0.5)</td>
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<tr>
<td>2. PORT ARMS</td>
<td>EXECUTION/ SNAP &amp; 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)</td>
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<tr>
<td>3. LEFT SHOULDER ARMS</td>
<td>EXECUTION/ SNAP &amp; PRECISION(0.5/0.5), CARRIAGE (0.5) ANGLE(0.5) WRIST (0.5) FOREARM(0.5) HEELS VISIBLE(0.5) QTC (0.5)</td>
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<tr>
<td>4. RIGHT SHOULDER ARMS</td>
<td>EXECUTION/ SNAP &amp; PRECISION(0.5/0.5), CARRIAGE (0.5) ANGLE(0.5) WRIST (0.5) FOREARM(0.5) HEELS VISIBLE(0.5) QTC (0.5)</td>
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<tr>
<td>5. PRESENT ARMS</td>
<td>EXECUTION/ SNAP &amp; 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)</td>
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<tr>
<td>6. ORDER ARMS</td>
<td>EXECUTION/ SNAP &amp; PRECISION(0.5/0.5), 3&quot;(1.0), T-SEAM(0.5), TOE TO TOE(1.0), QTC (0.5)</td>
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<tr>
<td>7. RIFLE SALUTE</td>
<td>EXECUTION(1.0), VISIBLE THUMB(0.5), PALM(0.5), WRIST(0.5), FOREARM(0.5), FIRST JOINT(1.0)</td>
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<tr>
<td>8. REST</td>
<td>EXECUTION(1.0), TALKING(0.5), 12&quot;(0.5), L-HAND(0.5), HESITATION(1.0), ADJUST GEAR(0.5)</td>
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<td>9. ABOUT FACE (REPEAT)</td>
<td>EXECUTION(1.0), STRAIGHT LEG(1.0), L-HAND PLACE(0.5), HEELS ON LINE(0.5), T- ARMS (1.0)</td>
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<td>10. FACING (LEFT/RIGHT)</td>
<td>EXECUTION(1.0), STRAIGHT LEG(1.0), TOE-TO-TOE(0.5) L-HAND PLACE(0.5), HEELS ON LINE(0.5), T- ARMS(0.5)</td>
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<td>11. SIDE STEP (LEFT/RIGHT)</td>
<td>EXECUTION(1.0), 12&quot; STEP(1.0), T-ARMS(0.5), COVER(0.5), ALIGN(0.5), INT(0.5)</td>
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<tr>
<td>12. COLUMN RIGHT</td>
<td>EXECUTION(1.0), ATB(1.0), 30&quot;STEP(0.5), 1/2 STEPS(1.0), INT(0.5)</td>
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<tr>
<td>13. RIGHT FLANK/RETURN TO COLUMN</td>
<td>EXECUTION(1.0), DISTANCE(0.5), COVER(0.5), ALIGN(0.5) 30&quot;STEP(0.5), INT(1.0)</td>
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<tr>
<td>14. LEFT OBLIQUE (MARK TIME)</td>
<td>EXECUTION(1.0), COVER(0.5), ALIGN(0.5), INT(0.5), DIST(0.5), MARK TIME (0.5), 30&quot; STEP(0.5)</td>
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<td>15. COLUMN LEFT</td>
<td>EXECUTION(1.0), ATB(1.0), 30&quot;STEP(0.5), 1/2 STEPS(1.0), INT(0.5)</td>
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<tr>
<td>16. TO THE REAR (REPEAT)</td>
<td>EXECUTION(1.0), 15&quot;STEP(1.0), INT(1.0), ALIGN(0.5), COVER (0.5)</td>
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<tr>
<td>17. COLUMN HALF LEFT (REPEAT)</td>
<td>EXECUTION(0.5), ATB(1.0), 30&quot;STEP(1.0), 1/2 STEPS(1.0), INT(0.5)</td>
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<td>18. COLUMN LEFT</td>
<td>EXECUTION(1.0), ATB(1.0), 30&quot;STEP(0.5), 1/2 STEPS(1.0), INT(0.5)</td>
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<tr>
<td>19. CHANGE STEP</td>
<td>EXECUTION(1.0), R-FOOT PLACEMENT (1.0), SKIP (1.0), DRAG (1.0)</td>
<td></td>
</tr>
<tr>
<td>20. FALL OUT</td>
<td>HESITATION (1.0) DROP IN PLACE (1.0), RUN (1.0), PORT ARMS(1.0)</td>
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**EVALUATOR:**

Enclosure (6)
SQUAD UNIT LEADER SCORING SHEET (SWORD)

DRILL INSTRUCTOR ____________________________

PLT: ____________________________

1. PERSONAL APPEARANCE (5)
   __ (5) SHOES / SHIRT / TROUSERS / COVER / RIBBONS

2. DRAW SWORD (4)
   __ (1) 10" / WRIST FORARM PARALLEL / SCB 45 DEG
   __ (1) 2 COUNT / ARMS STRAIGHT / 45 DEG / LAZY LEFT
   __ (1) CONTROL / OUT / R ARM AND SWORD STRAIGHT
   __ (1) HIT COVER / HEAD MOVEMENT / THUMBS T-SEAMS

3. REPORTING (2)
   __ (1) INCORRECT FORMAT
   __ (1) "6" ONLINE W/NECK HEAD MVT/3" DECK/3" CUT/RT OF BT SHOE

4. PRESENT SWORD (20)
   __ (1) (1) (1) (1) R HAND 6" AND ON LINK W / NECK HEAD MVT / 30 DEG
   __ (1) (1) (1) (1) 3" DECK / RT OF THE BT SHOE /KB "T"-SEAM/TRUE EDGE LT
   __ (1) (1) (1) (1) 3" CUT
   __ (1) (1) (1) (1) 6-SEAM, THUMS T-SEAMS/TRUE EDGE TO THE FRONT
   __ (1) (1) (1) (1) QUICK TIME CADENCE

5. POSITION OF UNIT LEADER (15)
   __ (2) (2) (2) 3-5 PACEs AND CENTERED
   __ (1) 1 PACE BT / LEFT FLANK WHEN ALIGNING /40/70" DIST
   __ (2) 3 / 1 PACEs EXE OPEN/CLOSE RANKS
   __ (2) 2 EXE WITH BT DUR HALTED / MARCHING
   __ (2) MARCHING BEST CONTROL / CENTER / LAST

6. COMMANDS (8)
   __ (1) RISE AND INFLECTION / SNAP
   __ (1) 1 COUNT BETWEEN PREP / COMP OF EXE
   __ (3) COMMAND GIVEN ON WRONG FOOT
   __ (3) INCORRECT COMMAND

7. CADEANCE/PROJECTION (11)
   __ (1) CALLING CADEANCE TO CASO / FLAYNOON
   __ (2) INFUFF CADEANCE TO MAINTAIN CONTR
   __ (1) (1) (1) SING SONG
   __ (1) UNIFORM CADEANCE FAST OR SLOW
   __ (1) (1) (1) 112-120

8. CORRECTIONS / JUDGMENT (11)
   __ (2) (2) CORRECTIONS MADE
   __ (5) LOSS OF CONTROL/YELLOW LINE
   __ (2) COMMANDS GIVEN BEFORE PREVIOUS MVT COMPLETED

9. SWORD CARRAGE (2)
   __ (1) RT & LET ARM STRAIGHT / SWING
   __ (1) INCORRECT GRASP OF GRIPS / EXCESSIVE MVMT

10. EYES RIGHT (5)
    __ (2) UNIT LEADER POSITION 1ST SQD LDR
    __ (2) EYE BT / 6" & 3 " / HEAD / HIT COVER
    __ (1) CARRY SWORD / STEPPING OUT / HEAD RIGHT FORWARD MARCH

11. FOLLOWING CARD (12)
    __ (4) (2) (2) MISSED MVMT / CARD KNOWLEDGE
    __ (3) OUT OF SEQUENCE
    __ (3) DROPPED CARD

12. RETURN SWORD (4)
    __ (1) R HAND 6" AND ON LINK W / NECK HEAD MVT / 30 DEG
    __ (1) SCABBARD GRASPED SAME TIME / 45 DEG AGAINST SIDE
    __ (1) 10 " FORARM /WRIST / HEAD / POA
    __ (1) EXCESSIVE MVMT/TRUE EDGE TO THE FRONT

13. MILITARY PRESENCE (1)
    __ (1) BEARING, COMMAND PRESENCE, POISE

UNIT LEADER POINTS ________________________

PASSED OR FAILED __________ OR __________

GENERAL COMMENTS ________________________

Enclosure (7)
SQUAD UNIT LEADER SCORING SHEET (RIFLE)

1. PERSONAL APPEARANCE (5): __ (5) SHOES/SHERT/TOUERS/COVER/RIIBONS

2. RIFLE SALUTES (4):
   __ (1) STRAIGHT WRIST
   __ (1) THUMB TUCKED
   __ (1) CONTROL /OUT/ R ARM AND RIFLE STRAIGHT
   __ (1) THUMBS T-SEAMS

3. REPORTING (2):
   __ (1) INCORRECT FORMAT
   __ (1) 6" ONLINE W/NECK HEAD MVMT/3" DECK/3" CUT/RT OF RT SHOE

4. POSITION OF UNIT LEADER (15):
   __ (2)(2)(2) 3-6 PACES AND CENTERED
   __ (1) 1 PACE RT/LEFT WHEN ALINING /40/70" DIST
   __ (2) 3/1 PACES RKX ON LINE
   __ (2)(2) RKX WITH SQD DURING HALTED/MARCHING
   __ (2) MARCHING BEST CONTROL/CENTER/LAST

5. COMMANDS (8):
   __ (1) RISE AND INFLECTION/SNAP
   __ (1) 1 COUNT BETWEEN PREP/COM OF EYE
   __ (3) COMMAND GIVEN ON WRONG FOOT
   __ (3) INCORRECT COMMAND

6. CADENCE/PROJECTION (11):
   __ (1) CALLING CADENCE TO CARD/SQUAD
   __ (2) INSUFF CADENCE TO MAINTAIN CONTROL
   __ (1)(1)(1) SING SONG
   __ (1) UNIFORM CADENCE FAST OR SLOW
   __ (1)(1)(1)(1) 112-120

7. CORRECTIONS/JUDGMENT (11):
   __ (2)(2) CORRECTIONS MADE
   __ (5) LOSS OF CONTROL/YELLOW LINE
   __ (2) COMMANDS GIVEN BEFORE PREVIOUS MVMT COMPLETED

8. RIFLE CARRIAGE (4):
   __ (1) PT & LFT ARM STRAIGHT/SWING
   __ (1) INCORRECT GRASP OF GRIPS/EXCESSIVE MOVEMENT
   __ (1) RIFLE CARRIED AT RIGHT SHOULDER ARMS
   __ (1) RIFLE RETURNED TO ORDER ARMS WHILE STILL AND FACING

9. FOLLOWING CARD (12):
   __ (4)(2)(2) MISSED MOVEMENT/CARD KNOWLEDGE
   __ (3) OUT OF SEQUENCE
   __ (1) DROPPED CARD

10. MILITARY PRESENCE (1):
    __ (1) BEARING, COMMAND PRESENCE, POISE

UNIT LEADER POINTS
PASSED OR FAILED __ OF __
GENERAL COMMENTS ______________________________________________________
_____________________________________________________________________
_____________________________________________________________________
Enclosure (8)
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TOTAL: ________/100

HEAD JUDGE SIGNATURE: ___________________________
Gate 6 (headquarters)
Outside Balch, color guard practice
Balch Fieldhouse, color guard competition
Buff Walk, squad and platoon drill practice
Champions Center, squad and platoon drill practice
MAP TO BOULDER COMMUNITY HOSPITAL

Directions to Boulder Community Hospital

1. Start at the CU Boulder Champions Center on Colorado Avenue
2. Go East on Colorado Avenue until Folsom St then turn North
3. Follow Folsom St for about 1.5 miles
4. Turn left onto Edgewood Dr and continue for 1.2 miles
5. Boulder Community Hospital will be on your left in 350 ft.
## DRILL EVENTS TIMELINE

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<tr>
<th>TIME:</th>
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**Teams will arrive 20 minutes prior to their start time to check in**
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: