

National Society of Pershing Rifles  
-And-  
National Society of Pershing Angels

ROYAL BLUE  
AND  
WHITE  
ANNUAL CONVENTION

**Drill Competition**



LOI  
(Letter Of Instructions)

National Society of Pershing Rifles  
National Society of Pershing Angels  
Company J-8  
Company J-8-5

MEMORANDUM OF INSTRUCTION

2 April 2011

SUBJECT: Annual Royal Blue & White Drill Competition, 2011

1. The Annual Royal Blue and White Drill Competition is scheduled to take place on Saturday, 2 April, at Morgan State University. Enclosed, you will find all of the rules for each event in the competition.
2. A schedule of events is contained at Enclosure 3. Changes to the events will be transmitted in periodic updates or during the meeting for Drill Team Commanders before the competition begins.
3. For information, contact: P/A Fendi. S. Richardson
  - a. Phone: (540) 538-0355
  - b. Email: [mblueandwhite@gmail.com](mailto:mblueandwhite@gmail.com)

FENDI RICHARDSON  
P/A DRILL COMMANDER  
NATIONAL SOCIETY OF PERSHING ANGELS

**Enclosures:**

1. Application/entry form
2. Acceptance of Responsibility
3. Administrative Instructions
4. Schedule of Events
5. Squad Regulation Drill, Unarmed
6. Squad Regulation Drill, Armed
7. Squad Exhibition Drill, Unarmed
8. Squad Exhibition Drill, Armed
9. Dual Exhibition Drill, Armed
10. Individual Exhibition Drill, Armed
11. Strip map
12. Awards

## Application / Entry form

### ANNUAL ROYAL BLUE and WHITE CONVENTION 2011 Drill Competition Entry Form

Cost is \$15 per team per event: Each school may enter only one team per event. Check events you wish to participate in or mark the all event box.

SCHOOL \_\_\_\_\_

- \_\_\_ Squad Regulation Drill, Unarmed
- \_\_\_ Squad Regulation Drill, Armed
- \_\_\_ Squad Exhibition Drill, Unarmed
- \_\_\_ Squad Exhibition Drill, Armed
- \_\_\_ Dual Exhibition Drill, Armed
- \_\_\_ Individual Exhibition Drill, Armed

**COMPANY COMMANDER'S SIGNATURE:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**DRILL TEAM COMMADER'S SIGNATURE:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**Total amount enclosed:** \_\_\_\_\_

## ACCEPTANCE OF REPONSIBILITY

Whereas the Morgan State University, the Morgan State University Army ROTC department, and the J-8 Pershing Rifles and J-8-5 Pershing Angels have agreed to sponsor the Annual Blue and White Convention's Drill Competition to be held on 2 April 2011 at Morgan State University and permit

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Printed Name of Competing Unit

to participate in the said Drill Competition

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Printed Name of Commanding Officer

is desirous of holding indemnities free from any and all claims whatsoever arising out of the use of the facilities at Turner's Armory

Now therefore in consideration of the indemnifies

I, as the drill team commander of the competing drill unit from \_\_\_\_\_ (University) do hereby accept full legal and financial responsibility for participation by any and all members of this drill unit in the 2011 Royal Blue and White Convention Drill Meet to be held in Baltimore, MD, on the date of 2 April 2011. This acceptance of responsibility includes any and all accidents, illness, or any type from any cause to any member of this team, its commanders or other students associated in any manner with the drill unit during this time period, including any related time period required to travel to and from the above mentioned event.

We also agree to hold harmless all students, officers, employees of Morgan State University and members of the National Society of Pershing Rifles J-8 and Pershing Angels J-8-5, all judges and volunteers participating in the meet for any injuries sustained by any member of our entire group, either participating in the Royal Blue and White Convention Drill Meet or as a non-participant.

As the commander of the above team, I hereby also accept all rules, regulations and guidelines set forth in the General Operating Procedures of the Royal Blue and White Convention Drill Meet and the competition standard operating procedures of the competition in which our team has been entered.

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**SIGNATURE-Drill Team Commander**

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**DATE**

## ADMINISTRATIVE INSTRUCTIONS

3. Special Notes for Advisors and Company Commanders.
  - a. Our Pershing rifles and Angels take their cues from us. Often in the heat of things, we get upset and mumble about the idiots who are judging the event or of the rule that lets another team gain an “unfair” advantage. We shouldn’t be surprised, therefore, when some of the teams walk away from the competition feeling robbed by the unfairness of it all; just another lesson that playing by the rules gets you nothing.
  - b. There may be two or three events underway simultaneously. No school will be required to perform more than one task at a time and should have some breathing space between events.
  - c. The school is large and there are lots of places for rifles and angels to roam. It is important that the commanders know where their team members are at all times.
  - d. Special note: Each company will be introduced during the opening ceremony. If your school has some sort of motto or team cheer; this would be the appropriate time to shout it.
  - e. Company J-8 and J-8-5 will take part the judging and administrative aspects of the meet. Do not ask for their advice or opinions. Company J-8 and J-8-5 will not complete in the Drill Meet but will voluntarily demonstrate drill ability after the Drill Meet.

## ADMINISTRATIVE INSTRUCTIONS

1. Guiding Philosophy. This Drill Meet is intended to serve the following needs and purposes:
  - a. **To provide a drill competition for the National Society of Pershing Rifles and Pershing Angels.**
  - b. **To give our societies a chance to compare their own proficiency against that of other companies.**
  - c. **To foster a spirit of camaraderie among the societies.**
  
2. Coordinating Instructions.
  - a. Uniforms and Equipment. Rifles and Angles will dress in the standard military uniform of their service (Class A, Class B, or Service Dress). Uniform will include standard accoutrements for inspection purpose (i.e. name tags, insignia, ribbons, and so forth). Special or modified uniforms may only be used for exhibition drill teams and color guards. All weapons will be demilitarized (non-firing), and fitted with **rubber butt covers**. Metal taps on shoes are not allowed.
  - b. Drill Floor. A standard basketball court will be used for all squad events. Color Guard and exhibition competitions may be confined to the Turners Armory's drill floor.
  - c. Security. Each company is responsible for security of its equipment and the personal belongings of its personnel. Special attention must be paid to weapons security. Drill weapons have been stolen at other competitions.
  - d. Governing Regulations. Army Field Manual 22-5, dated 1986 is the only regulation, which will be used to judge the competition. This applies to all events except armed and unarmed exhibition drill.
  - e. Judges. The hosts of the Drill Meet will arrange for judges. They will be organized in teams to evaluate the graded events. Our goal is to have one team grade each category of competition for purpose of uniformity. Decisions of the Head Judge are final.

- f. Scoring Procedures. Scores will be tallied under the direction and supervision of the Head Judge. The three judges on a team will submit their score sheets to the tally section immediately after each event. If the scores of the judges vary by more than ten (10) points, the Head judge will assign the score he deems proper. In the event of a tie, the Head Judge's score will determine the outcome. **No scores will be shared** until the meet is over.
  
- g. Conduct. Company Commanders and/or Drill Team Commanders will brief their units on the requirements for good sportsmanship and discipline during the competition. The public, press, officers of the National Society of Pershing Rifles and Pershing Angels, officers of Morgan State University, and city government have been invited. Care must be taken to ensure that those in uniform wear it properly, and that they exhibit proper military bearing – on and off the drill floor.
  
- h. Fees. \$15.00 per event. Registration for all events is \$70.00. Registration for all events plus the step competition is \$80.00. \$2.00 for Knockout (all members of the societies may participate).

## SCHEDULE OF EVENTS

<u>TIME</u>	<u>EVENT</u>	<u>REMARKS</u>
1200	In-processing	Units Check in ; ensure that teams listed on the entry form will complete
1215	Initial Briefing	Coordination meeting for all teams. Coordinator, Chief Judge, and team captains will be present. Meeting will clarify rules and procedures, and will disseminate last minute changes. P/A Teams not represented will not be penalized, but no effort will be made to inform them of rule changes or other items raised in the meeting.
1245	Drill Competition	Drill events will not follow a set order. Teams maybe scheduled for the drill floor before they are inspected. Companies will not be asked to do more than one event at a time and every effort will be made to ensure time is available between events.
1500	Step Competition	Stepping events will not follow a set order. Teams maybe scheduled for the drill floor before they are inspected. Companies will not be asked to do more than one event at a time and every effort will be made to ensure time is available between events.
1530	Conclusion	Awards will be announced for knockout. Companies are dismissed

## **PROCEDURES FOR SQUAD REGULATION DRILL UNARMED**

1. **GENERAL.** Maneuvers listed on the score sheet are mandatory. The commands must be given in the exact sequence listed. If the commands are executed according to the sequence and at the correct intervals, the units will remain within the drill area and will finish where they began the exercise. Squads will be graded on their abilities to execute the commands in accordance with the directives of the appropriate Army regulations (FM 22 –5). Marching maneuvers will generally be done at normal cadence; excessive use of the half step will be penalized.
2. **TEAM SIZE.** Each team will be composed of a minimum of six and a max of ten, including the commander. Guidons will not participate in the competition. A team which is short one member may participate, but will suffer 25 point penalty on the head judge's sheet. Teams short more than one personnel will lose five (5) additional points for each additional member short.
3. **UNIFORMS AND EQUIPMENT.** Units will dress in the standard military uniform of their service (Class A, Class B, or Service Dress) including headgear. No gloves, spats, scarves, belts, berets, or other accouterments will be used. The use of ribbons or distinctive shoulder cords is at the discretion of the unit.
4. **TIME LIMIT.** Squad will be allowed 8 minutes to complete the exercise. (No minimum time period.) Time will start when the squad commander reports to the head judge and will end when the commander reports out. A whistle will sound when the team has one minute remaining.
5. **REPORTS.** Commanders will move their squads to a position in front of and centered on the head judge when reporting in or out. The language of report will include the name of the unit.

## **SEQUENCE FOR SQUAD REGULATION DRILL UNARMED**

Required Maneuvers are listed below. (The sequence is to be followed exactly.)

1. Unit Commander Reports to Head Judge
2. Order, Arms
3. About, Face
4. Parade, Rest
5. Squad, Attention
6. Left, Face
7. Right step, March
8. Squad, Halt
9. Forward, March
10. Rear, March
11. Left Flank, March
12. Right Flank, March
13. Column Left, March
14. Rear, March
15. Change Step, March
16. Column Right, March
17. Eyes, Right
18. Ready, Front
19. Left Flank, March
20. Right Flank, March
21. Column ½ Right, March
22. Column ½ Right, March
23. Squad, Halt
24. Column of twos to the Right, March
25. Column Right, March
26. Squad, Halt
27. File from the left, March
28. Squad, Halt
29. Right, Face
30. Close Interval, March
31. Normal Interval, March
32. Column Right, March
33. Column Right, March
34. March Time, March
35. Squad, Halt
36. Left, Face
37. Present, Arms
38. Report Out

**SQUAD REGULATION DRILL UNARMED**

COMPANY: \_\_\_\_\_

**GRADING – ALL JUDGES:**

<u>CATEGORY</u>	<u>POINTS POSSIBLE</u>
APPEARANCE OF THE UNIT	0 – 20 _____
ALIGNMENT (Dress and Cover)	0 – 20 _____
CRISPNESS OF MOVEMENTS	0 – 25 _____
PROFICIENCY IN EXECUTION	0 – 25 _____
COMMANDER’S PERFORMANCE	0 – 10 _____
TOTAL	0 – 100 _____

TIME ALLOWED – 8 MINUTES (No minimum)

**PENALTIES (SENIOR JUDGE ONLY)**

<u>CATEGORY.</u>	<u>POINTS</u>
Team Size (25 points one person under 6 persons) (If the unit is below 5 personnel – 5 points per person)	_____
Time Violation (over 8 min; 1 pt/sec; max 10 pts.)	_____
Out of Bounds (5 points per occurrence; max 15 pts.)	_____
Commands out of sequence (2pts per command; max 10 pts.)	_____
Over utilization of the half step (1 – 10 points)	_____

\_\_\_\_\_  
SIGNATURE OF HEAD JUDGE

## **PROCEDURES FOR SQUAD REGUALTION DRILL ARMED**

1. **GENERAL.** Maneuvers listed on the score sheet are mandatory. The commands must be given in the exact sequence listed. If the commands are executed according to the sequence and at the correct intervals, the units will remain within the drill area and will finish where they began the exercise. Squads will be graded on their abilities to execute the commands in accordance with the directives of the appropriate Army regulations (FM 22 –5). Marching maneuvers will generally be done at normal cadence; excessive use of the half step will be penalized.
2. **TEAM SIZE.** Each team will be composed of a minimum of six and a max of ten, including the commander. Guidons will not participate in the competition. A team which is short one member may participate, but will suffer 25 point penalty on the head judge's sheet. Teams short more than one personnel will lose five (5) additional points for each additional member short.
3. **UNIFORMS AND EQUIPMENT.** Units will dress in the standard military uniform of their service (Class A, Class B, or Service Dress) including headgear. No gloves, spats, scarves, belts, berets, or other accouterments will be used. The use of ribbons or distinctive shoulder cords is at the discretion of the unit.
4. **TIME LIMIT.** Squad will be allowed 10 minutes to complete the exercise. (No minimum time period.) Time will start when the squad commander reports to the head judge and will end when the commander reports out. A whistle will sound when the team has one minute remaining.
5. **REPORTS.** Commanders will move their squads to a position in front of and centered on the head judge when reporting in or out. The language of report will include the name of the unit.
6. **ARMS.** Teams will compete using standard weapons (M – 1903 or M – 1, or weapon approved by National Commander). All weapons will be demilitarized (non-firing) and will use standard slings (web or leather). Use of replicas, dummy rifles, or stripped rifles will incur a 25-point penalty unless cleared with hosting company. All rifle butts must be covered with rubber pads.

## **SEQUENCE FOR SQUAD REGULATION DRILL ARMED**

1. Present Arms
2. Report in
3. Order arms
4. Dress Right Dress
5. Ready Front
6. Right Face
7. Left Face
8. About Face
9. About Face
10. Parade Rest
11. Attention
12. Present Arms
13. Order Arms
14. Port Arms
15. Right Shoulder Arms
16. Left Shoulder Arms
17. Order Arms
18. Right Step March
19. Squad Halt
20. Left Step March
21. Squad Halt
22. Backward March
23. Squad Halt
24. Right Shoulder Arms
25. Forward March
26. Right Flank March
27. Left Flank March
28. Half Step March
29. Forward March
30. Rear March
31. Rear March
32. Squad Halt
33. Column of twos to the right march
34. Column Left
35. Column Left
36. Squad Halt
37. File from the left march
38. Mark time march
39. Change Step March
40. Squad Halt
41. Order Arms
42. Left Shoulder Arms
43. Forward March
44. Column Left March
45. Column Left March
46. Squad Halt
47. Forward March
48. Eyes Right
49. Ready Front
50. Rear March
51. March time March
52. Squad Halt
53. Right Face
54. Report Out

**SQUAD REGULATION DRILL ARMED**

COMPANY: \_\_\_\_\_

**GRADING – ALL JUDGES:**

<u>CATEGORY</u>	<u>POINTS POSSIBLE</u>
APPEARANCE OF THE UNIT	0 – 20 _____
ALIGNMENT (Dress and Cover)	0 – 20 _____
CRISPNESS OF MOVEMENTS	0 – 25 _____
PROFICIENCY IN EXECUTION	0 – 25 _____
COMMANDER’S PERFORMANCE	0 – 10 _____
TOTAL	0 – 100 _____

TIME ALLOWED – 8 MINUTES (No minimum)

**PENALTIES (SENIOR JUDGE ONLY)**

<u>CATEGORY.</u>	<u>POINTS</u>
Team Size (25 points one person under 6 persons) (If the unit is below 5 personnel – 5 points per person)	_____
Time Violation (over 8 min; 1 pt/sec; max 15 pts.)	_____
Out of Bounds (5 points per occurrence; max 15 pts.)	_____
Commands out of sequence (2pts per command; max 10 pts.)	_____
Over utilization of the half step (1 – 10 points)	_____
Dropping Weapons (3 points per occurrence)	_____

\_\_\_\_\_  
SIGNATURE OF HEAD JUDGE

## **PROCEDURES FOR SQUAD EXHIBITION DRILL UNARMED**

1. **GENERAL.** Exhibition Drill emphasizes creative and innovative maneuvers organized by the team. Judging is obviously subjective, but judges are asked to reward precision, style, and degree of difficulty in making their determination. Teams with a variety of maneuvers, a complex sequence well executed, which accomplished their movements with snap and precision, maintain their dress and alignment when appropriate, and demonstrate proficiency in drill, will do well.
2. **TEAM SIZE** Each team will be composed of a minimum of six and a max of ten, including the commander. Guidons will not participate in the competition. A team which is short one member may participate, but will suffer 25 point penalty on the head judge's sheet. Teams short more than one personnel will lose five (5) additional points for each additional member short.
3. **TIME LIMIT.** Squad will be allowed 7 minutes to complete the exercise, and a minimum of 4 minutes. Time will start when the squad commander reports to the head judge and will end when the commander reports out. A whistle will sound when the team has one minute remaining.
4. **REPORTS.** Commanders will move their squads to a position in front of and centered on the head judge when reporting in or out. The language of report will include the name of the unit.

**SQUAD EXHIBITION DRILL UNARMED**

COMPANY: \_\_\_\_\_

**GRADING – ALL JUDGES:**

<u>CATEGORY</u>	<u>POINTS POSSIBLE</u>
APPERANCE OF THE UNIT	0 – 15 _____
DIFFICULTY OF THE UNIT	0 – 20 _____
CRISPNESS OF MOVEMENTS	0 – 25 _____
ORIGINALITY OF PERFORMANCE	0 – 25 _____
COMMANDER’S PERFORMANCE	0 – 10 _____
TOTAL	0 – 100 _____

TIME ALLOWED – 7 MINUTES (Minimum – 4 minutes)

**PENALTIES (SENIOR JUDGE ONLY)**

<u>CATEGORY.</u>	<u>POINTS</u>
Team Size (25 points one person under 6 persons) (If the unit is below 5 personnel – 5 points per person)	_____
Time Violation (over 7 min; 1 pt/sec; max 15 pts.)	_____
Out of Bounds (5 points per occurrence; max 15 pts.)	_____
Maneuvers judged to be in poor taste (1 – 25 points)	_____

\_\_\_\_\_  
SIGNATURE OF HEAD JUDGE

## **PROCEDURES FOR SQUAD EXHIBITION DRILL ARMED**

1. **GENERAL.** Exhibition Drill emphasizes creative and innovative maneuvers organized by the team. Judging is obviously subjective, but judges are asked to reward precision, style, and degree of difficulty in making their determination. Teams with a variety of maneuvers, a complex sequence well executed, which accomplished their movements with snap and precision, maintain their dress and alignment when appropriate, and demonstrate proficiency in drill, will do well.
2. **TEAM SIZE** Each team will be composed of a minimum of six and a max of ten, including the commander. Guidons will not participate in the competition. A team which is short one member may participate, but will suffer 25 point penalty on the head judge's sheet. Teams short more than one personnel will lose five (5) additional points for each additional member short.
3. **TIME LIMIT.** Squad will be allowed 7 minutes to complete the exercise, and a minimum of 4 minutes. Time will start when the squad commander reports to the head judge and will end when the commander reports out. A whistle will sound when the team has one minute remaining.
4. **REPORTS.** Commanders will move their squads to a position in front of and centered on the head judge when reporting in or out. The language of report will include the name of the unit.
5. **ARMS.** Teams will compete using standard weapons (M – 1903 or M – 1, or weapon approved by National Commander). All weapons will be demilitarized (non-firing) and will use standard slings (web or leather). Use of replicas, dummy rifles, or stripped rifles will incur a 25-point penalty unless cleared with hosting company. All rifle butts must be covered with rubber pads.

**SQUAD EXHIBITION DRILL ARMED**

COMPANY: \_\_\_\_\_

**GRADING – ALL JUDGES:**

<u>CATEGORY</u>	<u>POINTS POSSIBLE</u>
APPEARANCE OF THE UNIT	0 – 15 _____
DIFFICULTY OF THE UNIT	0 – 20 _____
CRISPNESS OF MOVEMENTS	0 – 25 _____
ORIGINALITY OF PERFORMANCE	0 – 25 _____
COMMANDER’S PERFORMANCE	0 – 10 _____
TOTAL	0 – 100 _____

TIME ALLOWED – 7 MINUTES (Minimum – 4 minutes)

**PENALTIES (SENIOR JUDGE ONLY)**

<u>CATEGORY.</u>	<u>POINTS</u>
Team Size (25 points one person under 6 persons) (If the unit is below 5 personnel – 5 points per person)	_____
Non – standard weapons (25 points)	_____
Time Violation (over 7 min; 1 pt/sec; max 15 pts.)	_____
Out of Bounds (5 points per occurrence; max 15 pts.)	_____
Maneuvers judged to be in poor taste (1 – 25 points)	_____
Dropping Weapons (3 points per occurrence)	_____

\_\_\_\_\_  
SIGNATURE OF HEAD JUDGE

## **PROCEDURES FOR DUAL EXHIBITION DRILL ARMED**

1. **GENERAL.** Exhibition Drill emphasizes creative and innovative maneuvers organized by the team. Judging is obviously subjective, but judges are asked to reward precision, style, and degree of difficulty in making their determination. Teams with a variety of maneuvers, a complex sequence well executed, which accomplished their movements with snap and precision, maintain their dress and alignment when appropriate, and demonstrate proficiency in drill, will do well.
2. **TEAM SIZE** Each team will be composed of two personnel, including the commander. Guidons will not participate in the competition. A team that is short one member will not participate.
3. **TIME LIMIT.** The team will be allowed 4 minutes to complete the exercise, and a minimum of 2 minutes. Time will start when the squad commander reports to the head judge and will end when the commander reports out. A whistle will sound when the team has one minute remaining.
4. **REPORTS.** Commanders will move their squads to a position in front of and centered on the head judge when reporting in or out. The language of report will include the name of the unit.
5. **ARMS.** Teams will complete using standard weapons (M – 1903 or M – 1 or weapons approved by National Commander). All weapons will be demilitarized (non-firing) and will use standard slings (web or leather). Use of replicas, dummy rifles, or stripped rifles will incur a 25-point penalty unless cleared with hosting company. All rifle butts must be covered with rubber pads.

**DUAL EXHIBITION DRILL ARMED**

COMPANY: \_\_\_\_\_

**GRADING – ALL JUDGES:**

<u>CATEGORY</u>	<u>POINTS POSSIBLE</u>
APPEARANCE OF THE UNIT	0 – 15 _____
DIFFICULTY OF THE UNIT	0 – 20 _____
CRISPNESS OF MOVEMENTS	0 – 25 _____
ORIGINALITY OF PERFORMANCE	0 – 25 _____
COMMANDER’S PERFORMANCE	0 – 10 _____
TOTAL	0 – 100 _____

TIME ALLOWED – 4 MINUTES (Minimum – 2 minutes)

**PENALTIES (SENIOR JUDGE ONLY)**

<u>CATEGORY.</u>	<u>POINTS</u>
Non – standard weapons (25 points)	_____
Time Violation (over 4 min; 1 pt/sec; max 15 pts.)	_____
Out of Bounds (5 points per occurrence; max 15 pts.)	_____
Maneuvers judged to be in poor taste (1 – 25 points)	_____
Dropping Weapons (3 points per occurrence)	_____

\_\_\_\_\_  
SIGNATURE OF HEAD JUDGE

## **PROCEDURES FOR INDIVIDUAL EXHIBITION DRILL ARMED**

1. **GENERAL.** Exhibition Drill emphasizes creative and innovative maneuvers organized by the team. Judging is obviously subjective, but judges are asked to reward precision, style, and degree of difficulty in making their determination. Teams with a variety of maneuvers, a complex sequence well executed, which accomplished their movements with snap and precision, maintain their dress and alignment when appropriate, and demonstrate proficiency in drill, will do well.
2. **TEAM SIZE** Each team will be composed of one personnel, including the commander. Guidons will not participate in the competition.
3. **TIME LIMIT.** The team will be allowed 3 minutes to complete the exercise, and a minimum of 1.5 minutes. Time will start when the squad commander reports to the head judge and will end when the commander reports out. A whistle will sound when the team has one minute remaining.
4. **REPORTS.** Commanders will move their squads to a position in front of and centered on the head judge when reporting in or out. The language of report will include the name of the unit.
5. **ARMS.** Teams will complete using standard weapons (M – 1903, M – 1 or weapons approved by National Commander). All weapons will be demilitarized (non-firing) and will use standard slings (web or leather). Use of replicas, dummy rifles, or stripped rifles will incur a 25-point penalty unless cleared by hosting company. All rifle butts must be covered with rubber pads.

**INDIVIDUAL EXHIBITION DRILL ARMED**

COMPANY: \_\_\_\_\_

**GRADING – ALL JUDGES:**

<u>CATEGORY</u>	<u>POINTS POSSIBLE</u>
APPEARANCE OF THE UNIT	0 – 15 _____
DIFFICULTY OF THE UNIT	0 – 20 _____
CRISPNESS OF MOVEMENTS	0 – 25 _____
ORIGINALITY OF PERFORMANCE	0 – 25 _____
COMMANDER’S PERFORMANCE	0 – 10 _____
TOTAL	0 – 100 _____

TIME ALLOWED – 3 MINUTES (Minimum – 1.5 minutes)

**PENALTIES (SENIOR JUDGE ONLY)**

<u>CATEGORY.</u>	<u>POINTS</u>
Non – standard weapons (25 points)	_____
Time Violation (over 3 min; 1 pt/sec; max 15 pts.)	_____
Out of Bounds (5 points per occurrence; max 15 pts.)	_____
Maneuvers judged to be in poor taste (1 – 25 points)	_____
Dropping Weapons (3 points per occurrence)	_____

\_\_\_\_\_  
SIGNATURE OF HEAD JUDGE