



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

CONTEST-SPECIFIC DEVIATIONS

All deviations to the enclosed SOP are listed herein:

- **ALL PAGES:** This is a VIDEO SUBMISSION CONTEST. Therefore, the following guidelines apply:
 - Teams shall perform on CLEARLY MARKED drill areas.
 - Footage should be captured and submitted in AT LEAST 1080p resolution. An average iPhone/Android now allows for 4K video; this is encouraged.
 - Footage shall be RAW AND UNEDITED. Absolutely no cuts, color-grading, audio engineering, or effects shall be utilized. **This includes a prohibition on “title screens” or other special “bookend” effects.**
 - TWO (2) camera angles shall be utilized for EVERY EVENT and these angles should depict the SAME performance run-through:
 - One camera should be positioned at a higher elevation and with the ENTIRE DRILL AREA in view the entire time the team is performing. If a team begins outside a boundary and the camera cannot capture enough space outside the clearly marked drill area, this is acceptable. This allows our Evaluators to see the entirety of the performance.
 - One camera should follow the team and keep the team centered and ENTIRELY VISIBLE at all times. This allows our Evaluators to more closely scrutinize the team.
 - Teams may opt to wear uniforms, matching teamwear, etc. for REGULATION & EXHIBITION events. **WE REQUEST THAT COLOR GUARD BE CONDUCTED IN AN AUTHORIZED SERVICE UNIFORM.**
- **PAGE(S) 1 & 5:** The Armed SQUAD/ELEMENT Regulation event shall be converted to an Armed PLATOON/FLIGHT Event consisting of a minimum of NINE (9) Cadets plus Cadet Commander arranged in THREE (3) Squads/Elements.
- **PAGE(S) 1 & 3:** The Unarmed PLATOON/FLIGHT Regulation event shall require a minimum of NINE (9) Cadets plus Cadet Commander arranged in THREE (3) Squads/Elements.
- **PAGE(S) 4, 6, & 8:** NO “Up” (or similar verbal signal) will be given by the Evaluator(s) in any event to signify moving between commands IN ANY DRILL PHASE. Cadet Commanders should allow a MINIMUM of SIX (6) seconds between stationary commands and after any halt to allow time for the Evaluator(s) to make notes. *Cadet Commanders are advised that moving too quickly through commands without adequate time for feedback not only reduces the likelihood of having achievement recognized accurately by the Evaluator(s) but also limits their ability to provide meaningful written feedback for improvement.*
- **PAGE(S) 4 & 6:** In all REGULATION events, Cadet Commanders are encouraged to front and center their teams in any manner consistent with their existing procedures (i.e. if a unit is typically required to MARCH their team onto the floor, they may do so vs. executing a characteristic FALL IN).



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

1. Overview

This SOP provides guidance to ALL DTD PERFORM Series Contests.

2. Contest-Specific Deviations

Please see CONTEST-SPECIFIC DOCUMENTATION for specific regional deviations from the format & rules found herein due to unit regional considerations. *For example, Armed Squad Regulation may be replaced by Armed PLATOON Regulation at a specific contest to better meet their existing needs.*

3. Attendance

There shall be no maximum number of cadets on a roster. Cadets are allowed to participate in as many events as their instructor authorizes. The following list represents the minimum number of cadets trained in each specific area required. These cadets may overlap and no rule regarding "crossing" between events shall be imposed. A school could contest this event with as few as 14 cadets or as many as they wish.

Min. # of BASICALLY-TRAINED Cadets: 14

Min. # of ARMED REGULATION PROFICIENT Cadets: 10

Min. # of COLOR GUARD PROFICIENT Cadets: 4

Min. # of UNARMED EXHIBITION PROFICIENT Cadets: 8

Min. # of ARMED EXHIBITION PROFICIENT Cadets: 8

Events:

- a. Unarmed Platoon Regulation - 12 Cadets + CC in 3 Squads
- b. Armed Squad Regulation - 9 Cadets + CC in a Single Squad
- c. Color Guard - 4 Cadets
- d. Unarmed Exhibition - 8 Cadets Minimum (to Include CC)
- e. Armed Exhibition - 8 Cadets Minimum (to Include CC)

Units of all experience levels are encouraged to attend to receive feedback, receive a RATING in each event, an overall drill team RATING (if applicable), and, if desired, vie for the various Best In Show awards described herein!

4. Contest Details & Awards

DTD PERFORM Series Contests are a separate and unique type of competitive experience designed with the education of all attendees first and foremost. As in a traditional "drill meet," teams will contest their events and be adjudicated based on merit.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

However, unlike a traditional competitions which place foremost emphasis on RANKING units in order of merit, DTD PERFORM Series Contests shall conduct scoring and awards recognition as follows:

1. All units will receive a score(s) from the Evaluators(s) in each event using Drill-Team Dynamics Inc. proprietary Evaluation Tools. As the Evaluators(s) observes each performance, they will take detailed notes which will inform their scoring and will provide units with valuable feedback on their performance.
2. Each individual area of scoring on the DTD Evaluation Tools is broken down into THREE (3) tiers of points awarded. These are color coded on each evaluation tool. For example, 1-4 points is a tier, 5-8 another, and 9-12 another. These tiers represent RATINGS of each team in a particular area.
3. All points awarded by the Evaluators(s) will be totaled and each team will receive a RATING based on their score. For example, if an evaluation tool has 21 scoring categories each with a maximum of 12 points and ONE Evaluator is utilized, teams who score at least 189 points will receive the highest rating of PERFORMANCE GRADE. Teams who score at least 105 points will receive the rating of PROFICIENT. Teams who score at least 21 points will receive a RATING of DEVELOPING. Ratings are indicative of the excellence of the group.
4. At the Retreat Ceremony, teams will be recognized by RATING in alphabetical order. NO rankings will be released EXCEPT the highest scoring unit(s) in each event. See below the special recognitions teams can earn:

Best In Show Event Awards:

The top scoring team(s) in each event will be recognized by name as Best In Show for each event. There will be no tie-breaker for this award. In the case of a tie, all tied units will be recognized for their achievement.

The Best In Contest Award:

The Best In Contest Award is a motivational award determined by totaling the scores of each unit in every event. Only units contesting every event are eligible for this recognition. There will be no tie-breaker for this award. In the case of a tie, all tied units will be recognized for their overall excellence.

The Overall Excellence Award:

The Overall Excellence Award is a motivational award determined by the staff of Drill-Team Dynamics Inc. for the unit who exemplifies the highest degree of practiced, intentional professionalism, organization, motivation, and sportsmanship.

Caption Awards:

Additional awards TBA will be conferred upon units using a variety of scoring-related factors. For example, a Best In Show: Military Bearing award would utilize the sum total of all bearing-related scoring categories across all events. Caption awards and criteria will be announced to the contest website in a timely fashion!



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

5. Unarmed Platoon/Flight Regulation Drill

What

The Unarmed Platoon/Flight Regulation Drill event is designed to evaluate the overall cohesiveness, teamwork, snap, precision, and execution in accordance with the team's stated service manual as well as the leadership of its commander.

The prescribed drill sequence can be located on the relevant Evaluation Tool.

Who

The team shall be comprised of 12 cadets plus a Cadet Commander ("CC") arranged in 3 squads/elements of 4 cadets. Units may select any of their competing cadets to participate.

Uniform

Cadets are to appear in a SERVICE DRESS UNIFORM with all authorized ribbons/badges.

Notes

The CC shall give each command in sequence. No individual may assist in the drilling of the Platoon/Flight in any fashion. If the CC chooses to utilize their own pre-printed drill card, they are authorized to extend their arm parallel to the deck, read the next command, and return to Attention before giving the next command. Units vying for a PERFORMANCE GRADE rating are encouraged to memorize the drill sequence.

If a CC misses a command, they should consider that command stricken from the sequence and move to the next in the series. They should **NOT** "circle back" to execute that command unless doing so would make the next command impossible. *For example, if the CC misses "Parade, REST" and "Platoon/Flight, ATTENTION," and instead gives the next command in sequence, they should not RETURN to "Parade, REST" once the error has been realized.* The Evaluator(s) will reflect any missed/added/out of sequence commands in their evaluation of the CC.

At no time will any Evaluator intentionally move to obstruct the performance of the team or CC throughout the duration of the performance.

Competition Procedures

1. The unit will form within the designated Ready Area (marked on the Floor Diagrams) at their scheduled time.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

2. Once the team is situated, the Evaluator will approach the CC to verify the school name, verify the total number of competing cadets, obtain the initials of the CC on their scoresheet confirming this information, provide a short briefing, and answer any questions from the CC.
3. The Evaluator will take their position centered on the Drill Area (marked on the Floor Diagrams) and command, “XYZ High School, REPORT!”
4. At this time, the CC should take a position 6 paces from, fronted, and centered on the Evaluator, execute an About Face, and command, “FALL IN!”
5. Upon this command, the team will take their position in a military manner keeping with the spirit and intent of their prescribed drill manual.
6. Once the team is fronted and centered, the CC will execute an About Face, execute Present Arms, and deliver their verbal report in. This report should contain, at a minimum, the SCHOOL NAME, DRILL MANUAL (including any exceptions & their appropriate manual) and a request to utilize the drill area. The Evaluator will return the CC’s salute and command, “Carry on” or similar.
7. At this time, the CC shall take their team through the prescribed drill sequence. **ALL STATIONARY COMMANDS AS WELL AS HALTS REQUIRE A VERBAL CONFIRMATION FROM THE EVALUATOR TO CONTINUE** (i.e. “Up!” or similar). At the first failure to await verbal confirmation to continue, the Evaluator will remind the CC to wait for their signal.
8. CCs should maintain the posts specified by their service manual when conducting all movements, marching and stationary.
9. When the team has completed the prescribed sequence, the CC will face the Evaluator’s position, execute Present Arms, and deliver their verbal report out. This report should contain, at a minimum, the SCHOOL NAME, a statement of completion, and a request to exit the drill area. The CC should deliver this report **EVEN IF THE EVALUATOR IS STILL RETURNING TO THEIR POST** from elsewhere on the drill deck. The Evaluator will return the CC’s salute and command, “Carry on” or similar.
10. At this time, the CC may move or dismiss the team from the area in any military manner keeping with the spirit and intent of their prescribed drill manual and exit the general area in a timely fashion.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

6. Armed Squad/Element Regulation Drill

What

The Armed Squad/Element Regulation Drill event is designed to evaluate individual handling of drill rifles and general drill conduct as well as overall team snap, precision, and execution in accordance with the team's stated service manual and the leadership of the squad's commander.

In accordance with this event's scoresheets, the squad formation allows each judge to scrutinize each individual cadet at a higher level. This event is designed to reward individual excellence as it contributes to the overall performance of the team as a whole.

The drill sequence will be handled in the same fashion as the Unarmed Platoon/Flight Regulation phase of competition.

Who

The team shall be comprised of 9 cadets plus a Cadet Commander ("CC") arranged in a single squad/element. Units may select any of their competing cadets versed in armed drill to participate.

Cadets may compete utilizing any non-functioning drill rifle. Black tape may be affixed to the sling at the team's discretion understanding that these rifles may also be utilized for the Armed Exhibition event. Rubber buttplates must be utilized. The CC must compete utilizing a saber/sword.

Uniform

Cadets may compete in ANY authorized non-utility uniform. Ribbons, badges, ranks, etc. may be removed for safety.

Notes

The CC shall give each command in sequence. No individual may assist in the drilling of the Platoon/Flight in any fashion. If the CC chooses to utilize their own pre-printed drill card, they are authorized to extend their arm parallel to the deck, read the next command, and return to Attention before giving the next command. Units vying for a PERFORMANCE GRADE rating are encouraged to memorize the drill sequence.

Commands missed or added will be handled in the same fashion as in the Unarmed Platoon/Flight Regulation phase of competition.

At no time will any Evaluator intentionally move to obstruct the performance of the team or CC throughout the duration of the performance.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

Competition Procedures

1. The unit will form within the designated Ready Area (marked on the Floor Diagrams) at their scheduled time.
2. Once the team is situated, the Evaluator will approach the CC to verify the school name, verify the total number of competing cadets, obtain the initials of the CC on their scoresheet confirming this information, provide a short briefing, and answer any questions from the CC. At this time, the Evaluator will offer the CC use of the printed drill card in their possession.
3. The Evaluator will take their position centered on the Drill Area (marked on the Floor Diagrams) and command, “XYZ High School, REPORT!”
4. At this time, the CC should take a position 6 paces from, fronted, and centered on the Evaluator, execute an About Face, and command, “FALL IN!”
5. Upon this command, the team will take their position in a military manner keeping with the spirit and intent of their prescribed drill manual.
6. Once the team is fronted and centered, the CC will execute an About Face, execute Present Arms, and deliver their verbal report in. This report should contain, at a minimum, the SCHOOL NAME, DRILL MANUAL (including any exceptions & their appropriate manual) and a request to utilize the drill area. The Evaluator will return the CC’s salute and command, “Carry on” or similar.
7. At this time, the CC shall take their team through the prescribed drill sequence. **ALL STATIONARY COMMANDS AS WELL AS HALTS REQUIRE A VERBAL CONFIRMATION FROM THE EVALUATOR TO CONTINUE** (i.e. “Up!” or similar). At the first failure to await verbal confirmation to continue, the Evaluator will remind the CC to wait for their signal.
8. CCs should maintain the posts specified by their service manual when conducting all movements, marching and stationary.
9. When the team has completed the prescribed sequence, the CC will face the Evaluator position, execute Present Arms, and deliver their verbal report out. This report should contain, at a minimum, the SCHOOL NAME, a statement of completion, and a request to exit the drill area. The CC should deliver this report **EVEN IF THE EVALUATOR IS STILL RETURNING TO THEIR POST** from elsewhere on the drill deck. The Evaluator will return the CC’s salute and command, “Carry on” or similar.
10. At this time, the CC may move or dismiss the team from the area in any military manner keeping with the spirit and intent of their prescribed drill manual and exit the general area in a timely fashion.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

7. Color Guard Drill

What

The Color Guard Drill event is designed to evaluate the team's ability to present and maneuver the colors with cohesiveness, snap, and precision in accordance with the team's stated service manual.

The drill sequence will be handled in the same fashion as the Unarmed Platoon/Flight Regulation phase of competition.

Who

The team shall be comprised of 4 cadets with the Cadet Commander ("CC") carrying the National Ensign. The remainder of the team shall be comprised of an Organizational Color Bearer and 2 rifle guards. Units may select any of their competing cadets versed in color guard drill to participate.

Any adjustable sling is authorized and may not be affixed to the rifle with tape.

Uniform

Cadets are to appear in an authorized SERVICE DRESS UNIFORM. Ribbons, badges, ranks, etc. may be removed for safety.

Notes

The CC shall give each command in sequence and from memory. No cue/prompter cards are authorized and no individual may assist in the drilling of the Platoon in any fashion.

Commands missed or added will be handled in the same fashion as in the Unarmed Platoon Regulation and Armed Squad Regulation phases of competition.

At no time will any judge intentionally move to obstruct the performance of the team or CC throughout the duration of the performance.

Absolutely no exhibition drill movements may be utilized before, during, or after the conduct of the color guard sequence.

Competition Procedures

1. The unit will form within the designated Ready Area (marked on the Floor Diagrams) at their scheduled time.
2. Once the team is situated, the Evaluator will approach the CC to verify the school name, obtain the initials of the CC on their scoresheet confirming this information, provide a short briefing, and answer any questions from the CC.
3. The Evaluator will take their position centered on the Drill Area (marked on the Floor Diagrams) and command, "XYZ High School, REPORT!" 7



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

4. At this time, the CC will maneuver the color guard to a position 6 paces from, fronted, and centered on the Evaluator.
5. Once the color guard is fronted and centered, the CC will command, “Present, ARMS” and deliver their verbal report in. This report should contain, at a minimum, the SCHOOL NAME, DRILL MANUAL (including any exceptions & their appropriate manual) and a request to utilize the drill area. The Evaluator will return the color guard’s salute and command, “Carry on” or similar. The Organizational Color Bearer WILL dip their colors.
6. At this time, the CC shall take their team through the prescribed drill sequence. **ALL STATIONARY COMMANDS AS WELL AS HALTS REQUIRE A VERBAL CONFIRMATION FROM THE EVALUATOR TO CONTINUE** (i.e. “Up!” or similar). At the first failure to await verbal confirmation to continue, the Evaluator will remind the CC to wait for their signal.
7. When the team has completed the prescribed sequence, the CC will command, “Present, ARMS” and deliver their verbal report out. This report should contain, at a minimum, the SCHOOL NAME, a statement of completion, and a request to exit the drill area. The CC should deliver this report **EVEN IF THE EVALUATOR IS STILL RETURNING TO THEIR POST** from elsewhere on the drill deck. The Evaluator will return the CC’s salute and command, “Carry on” or similar.
10. At this time, the CC may move the color guard from the area in any military manner keeping with the spirit and intent of their prescribed drill manual and exit the general area in a timely fashion.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

8. Unarmed Exhibition Drill

What

The Unarmed Exhibition Drill event is designed to evaluate a team's ability to choreograph and perform a military display of pageantry without arms.

Who

The team shall be comprised of no fewer than 8 total cadets to include the Cadet Commander ("CC"). No cadet may be armed with any drill rifle, sword, saber, or side arm though the use of a guidon is permitted.

Uniform

Cadets may compete in any uniform combination sanctioned by their service.

Notes

To encourage maximum participation, **THERE IS NO MINIMUM OR MAXIMUM TIME LIMIT.** However, all teams should consult the Evaluation Tool and recognize that consistently demonstrating all qualities of great design may be more challenging with both shorter and longer performances.

Because of the wide variety of styles and abilities, as well as historical precedent for exhibition drill, teams should reference the scoresheets (see attached) to design and execute effectively within the parameters of a military drill competition.

For the safety of all, at no time may a performer be lifted or elevated off the marching surface for any duration of time. If this occurs, the Evaluator will halt the performance, direct any elevated individuals to carefully dismount, and the performance will end in disqualification.

At no time will any Evaluator intentionally move to obstruct the performance of the team throughout the duration of the performance. Cadets should perform as though there are no Evaluators present on the floor and should not expect to deviate if an Evaluator stands in their way except in any case which threatens the safety of the performer.

Competition Procedures

1. The unit shall will around the Drill Area (marked on the Floor Diagrams) in any fashion they see fit at their scheduled time. No mandatory entry or exit areas will be utilized. Units requiring cones or other floor-related items (chairs, etc.) be moved should do so in advance of their time.
2. Once the team is situated, the Evaluator will approach the CC to verify the school name, obtain the initials of the CC on their scoresheet confirming this information, provide a short briefing, and answer any questions from the CC. The Evaluator will also ask the CC where they should position themselves either as their initial post or for reporting in and reporting out should this be this a component of the team's choreographed performance.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

3. The Evaluator will take the position requested by the CC and command, “XYZ High School, REPORT!”
4. Upon this command, timing begins and the team performs. If a team chooses to utilize a verbal report in/out, it may include any information the team deems effective to their overall performance. If the team uses reporting procedures as a part of their performance, the Evaluator shall command, "Carry on" or similar. The CC should deliver this report **EVEN IF THE EVALUATOR IS STILL RETURNING TO THEIR POST** from elsewhere on the drill deck. **NOTE:** Use of a verbal report in/out is optional.
5. When the performance has concluded, the team may leave the Drill Area in any fashion they see fit and exit the general area in a timely fashion.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

9. Armed Exhibition Drill

What

The Armed Exhibition Drill event is designed to evaluate a team's ability to choreograph and perform a military display of pageantry with arms.

Who

The team shall be comprised of no fewer than 8 total cadets to include the Cadet Commander ("CC"). Units may utilize additional cadets as part of their performance provided at least 8 drill rifles are present throughout the routine.

Any drill rifle may be utilized so long as it has bolt handle and a sling. Slings may be taped or affixed to the rifle. Bolt handles may be secured so as not to open during the performance. Rifles, slings, and tape may be of any color and will be considered in the scoring process. Rifles should be functional without loose screws, damaged or sharp parts, etc. for safety. The CC may utilize either a drill rifle or the NCO sword.

Uniform

Cadets may compete in any uniform combination sanctioned by their service.

Notes

To encourage maximum participation, THERE IS NO MINIMUM OR MAXIMUM TIME LIMIT. However, all teams should consult the Evaluation Tool and recognize that consistently demonstrating all qualities of great design may be more challenging with both shorter and longer performances.

Because of the wide variety of styles and abilities, as well as historical precedent for exhibition drill, teams should reference the scoresheets (see attached) to design and execute effectively within the parameters of a military drill competition.

Dropped, bobbled, etc. rifles and their subsequent recoveries will be evaluated in the relevant categories as they affect the performance of the team. As not all errors are created equal, no "blanket" penalty shall be utilized.

For the safety of all, at no time may a performer be lifted or elevated off the marching surface for any duration of time. If this occurs, the Evaluator will halt the performance, direct any elevated individuals to carefully dismount, and the performance will end in disqualification.

For the safety of the performers, at no time may a rifle be tossed or exchanged in a manner that meets any or all of the following criteria:



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

- The catcher of the rifle is totally or partially blind to the release of the rifle being thrown to them (i.e. a cadet throws a rifle forward to a cadet who cannot maintain visual contact with the release for the rifle for its entire duration, etc.)
- The angle or trajectory of a rifle to the catcher leaves them no way to escape being struck by the rifle in a worst-case scenario (i.e. the catching cadet is standing surrounded by others at close enough interval such that escaping the path of an errant rifle would result in collision between bodies or a catching cadet's limb has no meaningful mobility out of the path of a thrown weapon as in sitting, etc.)
- The momentum of the rifle or its proximity to the edge of the Drill Area, should it not be caught, would cause reasonable danger to an onlooker positioned outside the boundary of the Drill Area
- An Armed Exhibition SME in the employ of the competition witnesses a movement not described by these parameters but which is materially dangerous

At no time will any Evaluator intentionally move to obstruct the performance of the team throughout the duration of the performance. Cadets should perform as though there are no Evaluators present on the floor and should not expect to deviate if an Evaluator stands in their way except in any case which threatens the safety of the performer.

Each team should encourage its spectators to stand outside of the designed Buffer Zone (marked on the Floor Diagrams) for safety.

Competition Procedures

1. The unit shall form around the Drill Area (marked on the Floor Diagrams) in any fashion they see fit at their scheduled time. No mandatory entry or exit areas will be utilized. Units requiring cones or other floor-related items (chairs, etc.) be moved should do so in advance of their time.
2. Once the team is situated, the Evaluator will approach the CC to verify the school name, obtain the initials of the CC on their scoresheet confirming this information, provide a short briefing, and answer any questions from the CC. The Evaluator will also ask the CC where they should position themselves either as their initial post or for reporting in and reporting out should this be this a component of the team's choreographed performance.
3. The Evaluator will take the position requested by the CC and command, "XYZ High School, REPORT!"
4. Upon this command, timing begins and the team performs. If a team chooses to utilize a verbal report in/out, it may include any information the team deems effective to their overall performance. If the team uses reporting procedures as a part of their performance, the Evaluator shall command, "Carry on" or similar. The CC should deliver this report EVEN IF THE EVALUATOR IS STILL RETURNING TO THEIR POST from elsewhere on the drill deck. NOTE: Use of a verbal report in/out is optional.



DTD PERFORM SERIES

DRILL CONTEST SOP

SY 24-25

17 Sept 2024

5. When the performance has concluded, the team may leave the Drill Area in any fashion they see fit and exit the general area in a timely fashion.

12. Procedural Items for Instructors

1. The Evaluation team will consist of Subject Matter Expert ("SME") judges with years of experience in the competitive JROTC drill team activity.
2. Please instruct your teams in the careful transport and utilization of drill rifles and other equipment around the competition facility. Teams may practice in any designated areas unless expressly forbidden by signage or event management so long as that area is safe and free of hazards. Teams are encouraged to survey the competition site.
3. Use of a debrief at the conclusion of a team's performance will be subject to the schedule. If a debrief is to be utilized, the Evaluator will make this known to the CC prior to the start of their performance. Debriefing is NEVER mandatory; units who exit the immediate competition area upon the completion of their performance will be understood to have waived their debrief.
4. The performance order for each event shall be released to the contest website in a timely fashion. Performance times will be TRULY randomized and de-conflicted in the order they appear in the SOP with the exception of Color Guard which will be randomized and de-conflicted separately. Even though the schedule is a true random draw (unlike a pre-determined randomized matrix), it will be de-conflicted such that the minimum time between events is TWO (2) TIME SLOTS. When a team is selected and these conditions are not met, the randomization will begin from the last de-conflicted team forward. Going first in one event does NOT automatically cause you to go last in another as the schedule is truly randomized.
5. At the conclusion of the contest, teams are invited to attend the Retreat Ceremony where team RATINGS in each event will be revealed along with the Best In Show awards described herein! Teams are encouraged to attend in spirit wear and shall be seated for the duration of the ceremony (with the exception of cheering on the teams, of course!)