

John J. Pershing Memorial Drill Competition SOP

**STANDARD OPERATING
PROCEDURES**

PR FORM 330



15 MARCH 2019
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NATIONAL SOCIETY OF PERSHING RIFLES
NATIONAL SOCIETY OF PERSHING ANGELS
NATIONAL SOCIETY OF BLACKJACKS

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General Instructions

1. Published: 14 OCTOBER 2018
2. The John J Pershing Memorial Drill Competition will be conducted at Kansas City Holiday Inn at KC Expo Center on 15 March 2018
3. Competition will be held in the following categories:

Team Events: Armed Regulation Unarmed Regulation Armed Exhibition Color Guard	Individual Events: Solo Armed Exhibition Duet Armed Exhibition Duet Unarmed Exhibition Individual Drill Down (IDD)
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4. The competition will begin with an opening award ceremony at 0800 and continue throughout the day. A closing awards ceremony will be held following all competitions.
5. Trophies will be awarded, per division (High School and Collegiate), as follows:
 - a. Armed Regulation: First through Third Place Trophy
 - b. Unarmed Regulation: First through Third Place Trophy
 - c. Armed Exhibition: First Through Third Place Trophy
 - d. Color Guard: First through Third Place Trophy
 - e. Solo Armed Exhibition: First through Third Place Trophy
 - f. Duet Armed Exhibition: First through Third Place Trophy
 - g. Duet Unarmed Exhibition: First Through Third Place Trophy
 - h. IDD: First through Fifth Place Medal, first place will also receive a plaque
 - i. JJPMDC Champion and "Varsity Rifles" Title: PR Company with the Highest overall score in *team events*.
 - j. Blackjack National Champion: Black Jack or JROTC Unit with the Highest overall score in *team events*.
6. Upon Checking in to the hotel, the night before the drill Competition, each company commander will receive a packet including a Map to the Drill Competition, Alcohol Policy, Schedules, and General instructions for NATCON. Units not using the hotel will receive their welcome packet prior to the opening ceremony.
7. A briefing for all judges will be conducted at 0700 the day of the Competition, it will be located on the platoon regulation drill floor.
8. An opening Ceremony will be conducted at 0800 the day of the Competition. All companies are required to attend the opening ceremony, failure to attend without a written excusal from the National Commander will result in disqualification. **Company Commanders and Gideons will need to be at the Competition site at 0700.**

9. The rules and guidelines for the John J Pershing Memorial Drill Competition (JJPMDC) are enclosed. Forward any questions to NSPR G-3 Manuel Garcia at Kansas State University via e-mail at Operations@pershingriflessociety.com or by telephoning (316) 213-9459.

ADMINISTRATIVE RULES

1. Entry forms must be received NLT COB on 1 March 2018. Failure to register by the cutoff date will result in 10% score deducted from each event registered late.
2. Any active Pershing Rifles Unit in good standing with the National Headquarters, High School JROTC units, Civil Air Patrol units, Sea Cadet units and foreign equivalents, Police Explorer Units, Pershing Angels or Black Jack unit may register one or more teams as participants in the competition.
3. All active PRG Units are required to be represented at the National Legislative Meeting held on 16 March 2018. Any PR Unit not represented will forfeit any awards or titles earned in the JJPMDC unless given a written excusal from the National Commander.
4. Only the score runners, Competition Coordinators and Competition Director are allowed in the scoring area. Coaches, Cadre, competitors, or spectators are not allowed entrance.
5. All Companies must attend the opening and closing ceremonies unless excused in writing by the National Commander.
6. Company Commanders and Drill Team Commanders are responsible for Conduct of their Personnel, Knowledge of Competition Times for their Teams, and providing proper representation of their Unit.
7. Competition Director (CD), NSPR G-3 Manuel Garcia will be located around the main drill area. The CD will oversee all activities on the drill floor. The CD will have final authority in any dispute.
8. Throughout the competition, the Chain of Command will be utilized. If at any time during the competition a problem arises, Riflemen are required to first address the problem with their Company Commander. In the event the Company Commander cannot resolve the problem, then and only then will the event OIC (or AOIC) be consulted.

COMPETITION RULES (General)

The general competition rules apply to all teams regardless of event. Rules for specific competitive categories can be found in the following annexes in this document. Violation of rules may be grounds for disqualification.

1. A single unit may not field more than three (3) teams in any event except for Individual, Duet, and IDD teams where there is no maximum. If a Company/Unit does place more than one team in any single event they will be recognized with the designations Team-1, Team-2, Team-3, etc. Each individual may only participate in an event once. Only Team-1 will count toward JJPMDC/ Blackjack overall score.
2. All Pershing Riflemen competing must be members in good standing with the national society. Competitors must be listed on the on the unit's official USR filed with NHQ. Units will not compete in the JJPMDC with candidates, members placed on probation, or members not with active status.
3. All competitors will wear a professional uniform and must comply with military grooming standards outlined in AFI 36-2903. Uniforms worn by any competitor will be in accordance with the SOP of the Chartered Unit represented by that institution. When competing in an event all members must be in the same uniform..
4. Prior to the start of each event, the cadet commander will report to the head judge. Drill commanders will identify their start and stop point to the judge. At this time questions can be asked of the judge.
5. Teams must move into the ready area when the previous team moves onto the drill area. Teams must be in position ready to commence competition at their scheduled start time. A team not available at their start time may be disqualified from that event and given an event score of zero barring any mitigating circumstances. Any team may voluntarily withdraw from an event prior to their start time. As a courtesy, please notify the OIC of your withdrawal which will speed the scoring process.
9. A schedule of start times by team and event will be e-mailed prior to the date of competition. Every effort will be made to accommodate a Company's need for a specific start time. However, once posted, all start times are final. The schedule of start times by team and event will be posted at the registration table the day of the Competition and in company packets.
10. Music, Bayonets, Pyrotechnics, or whistles will not be used for any event. Use of these materials is grounds for Disqualification.

11. The reference for standards by the judges will be the applicable service drill manual.
 - a. Army: TC 3-21.5
 - b. Air Force: AFMAN 36-2203
 - c. Navy: Navy Drill Services Manual
12. Each Competition will have Two judges.
13. Each Competition has a Max Score Listed Below:
 - a. Unarmed Regulation: 700 Points
 - b. Armed Regulation: 780 Points
 - c. Armed Exhibition: 320 Points
 - d. Color Guard: 700 Points
 - e. Solo and duet exhibition events: 240 Points
14. Instructors or team members may not talk to the judges during the competition. Only a Company Commander can present protests to the head judge for resolution.
15. Judges will use a score sheet to assess points. Sequence sheets vary by competitive category and are enclosed in respective annexes of this SOP. In the event of a tie, the head judge's score will be used as the tiebreaker. If the head judge's score is tied, the line judge's score will be used. If all judges' scores are tied, a coin toss will determine the winner.
16. Judges will deduct points for any exhibition movements during regulation drill. (i.e. toe-heel walk, spinning of rifles, movements not in accordance with service manual).
17. The judges will assess penalties for the following infractions:

Team moving outside the boundary	2 points per person per step
Less than minimum team members	15 points
Over/under time limits	1 point per second (Max of 30)
Omitted commands	5 points for the command
Added commands	5 points per command
Failing to report in or out	20 points per violation
Dropped Rifle	15 points per violation
Flag touch ground/order reversed	Disqualification
18. The National Staff will present trophies at the conclusion of the competition.
- 19. At no time, will any team conduct practice outside of the designated practice area. No exhibition movements will be performed in the hallways, or in the hotel. Any violations may result in disqualification.**
20. No Do Over: Each team only gets one chance to compete. There are no re-dos because of equipment failure (i.e. sling broke or flag comes loose).

21. Field sizes:

<u>Events</u>	<u>Field Specifications</u>
Regulation Events	85 feet by 85 feet
Exhibition Events	85 feet by 85 feet
Color Guard	65 feet by 65 feet
Solo/Duet Exhibition	30 feet by 30 feet

TABLE OF ANNEXES

ANNEX A	Color Guard
ANNEX B	Regulation Drill (Armed and Unarmed)
ANNEX C	Exhibition Drill (Armed)
ANNEX D	Solo and Duet Exhibition Drill
ANNEX E	Individual Drill Down (IDD)
ANNEX F:	Scoresheets

ANNEX A (Color Guard Instructions) to JJPMDC Standard Operating Procedures.

1. The Color Guard will consist of four riflemen. The Color Guard commander will carry the American Flag and call all commands. Another rifleman will carry the State or Organizational Flag while the remaining two riflemen will be guards.
2. Guards are armed and require a facsimile rifle defined as any wooden or plastic rifle not intended to fire live ammunition or demilitarized military model rifles (M1903 Springfield, M-1, M-14 etc.)
3. The winner of this event will post the colors at the Dine-In after the Competition, if they are unable, the Color Guard from the Honor Company will do so in their place.
4. The team must execute the sequences specified in enclosures 1 of this annex. The sequence must be executed from memory. No cue cards or any other prompting devices are allowed. There are no time constraints in this category. All teams are required to march in a cadence specified in their service manual.
5. Prior to the start of each event, the cadet commander will report to the head judge. Drill commanders will identify their start and stop point to the judge. At this time questions can be asked of the judge.
6. Color guard movements will be in accordance with your Unit's service manual. Judges will deduct points for exhibition movements.
7. Any color guard that allows the colors to touch the floor during the competition will be disqualified. The team may be allowed to complete their routine once the colors are reattached to the staff, however, there will be no score entered for the event.
8. The Color Guard commander must be prepared to move onto the drill floor as soon as the preceding team exits the drill area. The team will move onto the drill floor only when the head judge informs the commander he/she is cleared to do so. Scoring will Start when the team salutes at "Report in" and stops when the head judge returns the commander's salute at "report-out".
9. The head judge will move to a position on the drill area determined by the team commander prior to the start of the competition. The drill floor for Color Guard is approximately 65 feet by 65 feet.

**Enclosure 1 to ANNEX A (Color Guard Sequence) to JJPMDC
Standard Operating Procedures.**

COLOR GUARD
SEQUENCE

COMPANY _____

- | | | | |
|--------------------------|-------|--------------------------|-------|
| 1. Present Arms | _____ | 22. Forward March | _____ |
| 2. Report-In | _____ | 23. Eyes Right | _____ |
| 3. Sling Arms | _____ | 24. Ready Front | _____ |
| 4. Post | _____ | 25. Left Wheel March | _____ |
| 5. Uncase Colors | _____ | 26. Forward March | _____ |
| 6. Present Arms | _____ | 27. Colors Reverse March | _____ |
| 7. Order Arms | _____ | 28. Forward March | _____ |
| 8. Post | _____ | 29. Right Wheel March | _____ |
| 9. Left About March | _____ | 30. Forward March | _____ |
| 10. Forward March | _____ | 31. Left Wheel March | _____ |
| 11. Colors Reverse March | _____ | 32. Forward March | _____ |
| 12. Right Wheel March | _____ | 33. Mark Time March | _____ |
| 13. Forward March | _____ | 34. Colors Halt | _____ |
| 14. Left Wheel March | _____ | 35. Sling Arms | _____ |
| 15. Colors Halt | _____ | 36. Post | _____ |
| 16. Order Arms | _____ | 37. Present Arms | _____ |
| 17. Parade Rest | _____ | 38. Order Arms | _____ |
| 18. Colors Attention | _____ | 39. Case Colors | _____ |
| 19. Carry Colors | _____ | 40. Post | _____ |
| 20. Forward March | _____ | 41. Present Arms | _____ |
| 21. Left Wheel March | _____ | 42. Report-Out | _____ |

Annex B (Regulation Drill Instructions) to the JJPMDC Standard Operating Procedures

1. Regulation Competition will be held in two categories: Armed and Unarmed. The Armed Regulation categories include the use of demilitarized or facsimile rifles. A facsimile rifle is defined as any wooden or plastic rifle not intended to fire live ammunition. Demilitarized rifles are military model rifles (M1903 Springfield, M-1, M-14, etc.) The unarmed category is without the use of any rifles or sabers.
2. Drill team movements will be in accordance with your Unit's service manual. Judges will deduct points for exhibition movements. The team commander must execute all required movements with the team. In Armed Regulation, the commander must be armed and execute all required movements with the team (a saber meets this requirement). Pistols are prohibited.
3. An Armed and Unarmed Regulation team will be composed of no less than 9 members and no more than 12 members plus commander
4. Both Regulation Events will include an inspection. At the Command "Ready Front" the commander will assume an about face and report to the judge that the team is ready for inspection. At that time, the judges will inspect the unit. Inspection procedures are included in Enclosure 3 of this Annex.
5. The team must execute the sequences specified in enclosures 1 and 2 of this annex. The sequence must be executed from memory. No cue cards or any other prompting devices are allowed. There are no time constraints in this category.
4. Prior to the start of each event, the team commander will report to the head judge. Drill commanders will specify their start and stop points. At this time, questions may be asked of the judges.
6. The drill team commander must be prepared to move onto the drill floor as soon as the preceding team exits the drill area. The team will move onto the drill floor only when the head judge informs the commander he/she is cleared to do so. Once the head judge gives permission to use the drill floor, the commander will immediately march into place and begin the sequence; scoring starts.
7. The commander must report-in to the head judge and request permission to use the drill floor and report-out and request permission to leave the drill floor. Report-in/report-out exact verbiage is not required. Scoring will stop when the head judge returns the commander's salute at "report-out".
8. The head judge will move to a position on the drill area determined by the team commander prior to the start of the competition. The drill floor for regulation drill is approximately 85 feet by 85 feet.

**Enclosure 1 to Annex B (Armed Regulation Drill Sequence) to
the JJPMDC Standard Operating Procedures**

ARMED REGULATION DRILL
SEQUENCE

COMPANY _____

- | | | | |
|----------------------------------|-------|------------------------------------|-------|
| 1. Present Arms | _____ | 28. Mark Time March | _____ |
| 2. Report-In | _____ | 29. Platoon Halt | _____ |
| 3. Order Arms | _____ | 30. Order Arms | _____ |
| 4. Inspection Arms | _____ | 31. File from the Right March | _____ |
| 5. Ready, Port, Arms | _____ | 32. Platoon Halt | _____ |
| 6. Order Arms | _____ | 33. Port Arms | _____ |
| 7. Parade Rest | _____ | 34. Column of 3s to The Left March | _____ |
| 8. Platoon Attention | _____ | 35. Column Left March | _____ |
| 9. From Front to Rear, Count Off | _____ | 36. Column Left March | _____ |
| 10. Open Ranks March | _____ | 37. Left Shoulder Arms | _____ |
| 11. Ready Front (Inspection) | _____ | 38. Half-Step March | _____ |
| 12. Order Arms | _____ | 39. Forward March | _____ |
| 13. Close Ranks March | _____ | 40. Column Left March | _____ |
| 14. Left Step March | _____ | 41. Left Flank March | _____ |
| 15. Platoon Halt | _____ | 42. Change Step March | _____ |
| 16. Right Face | _____ | 43. Right Flank March | _____ |
| 17. Right Shoulder Arms | _____ | 44. Column Right March | _____ |
| 18. Column Half Right March | _____ | 45. Platoon Halt | _____ |
| 19. Column Half Left March | _____ | 46. Order Arms | _____ |
| 20. Counter Column March | _____ | 47. Left Face | _____ |
| 21. Close Interval March | _____ | 48. Right Step March | _____ |
| 22. Forward March | _____ | 49. Platoon Halt | _____ |
| 23. Normal Interval March | _____ | 50. About Face | _____ |
| 24. Forward March | _____ | 51. About Face | _____ |
| 25. Rear March | _____ | 52. 15-Count Manual Arms | _____ |
| 26. Left Shoulder Arms | _____ | 53. Present Arms | _____ |
| 27. Rear March | _____ | 54. Report-Out | _____ |

**Enclosure 2 to Annex B (Unarmed Regulation Drill Sequence)
to JJPMDC Standard Operating Procedures**
UNARMED REGULATION DRILL
SEQUENCE

COMPANY _____

- | | |
|---|--------------------------------|
| 1. Present Arms _____ | 25. Forward March _____ |
| 2. Report-In _____ | 26. Mark Time March _____ |
| 3. Order Arms _____ | 27. Forward March _____ |
| 4. Dress Right Dress _____ | 28. Half Step March _____ |
| 5. Ready Front _____ | 29. Forward March _____ |
| 6. About Face _____ | 30. Right Flank March _____ |
| 7. Parade Rest _____ | 31. Right Flank March _____ |
| 8. Team Attention _____ | 32. Team Halt _____ |
| 9. About Face _____ | 33. Right Face _____ |
| 10. From Front to Rear, Count Off _____ | 34. Left Step March _____ |
| 11. Open Ranks, March _____ | 35. Team Halt _____ |
| 12. Ready Front (Inspection) _____ | 36. Right Step March _____ |
| 13. Close Ranks March _____ | 37. Team Halt _____ |
| 14. Right Face _____ | 38. Right Face _____ |
| 15. Forward March _____ | 39. Forward March _____ |
| 16. Rear March _____ | 40. Column Left March _____ |
| 17. Left Flank March _____ | 41. Column Left March _____ |
| 18. Rear March _____ | 42. Counter Column March _____ |
| 19. Change Step March _____ | 43. Change Step March _____ |
| 20. Team Halt _____ | 44. Mark Time March _____ |
| 21. Count Off _____ | 45. Team Halt _____ |
| 22. Close Interval March _____ | 46. Left Face _____ |
| 23. Normal Interval March _____ | 47. Present Arms _____ |
| 24. Right Face _____ | 48. Report-Out _____ |

Enclosure 3 to Annex B (Regulation Inspection Procedures) to the JJPMDC Standard Operating Procedures

1. Once the Commander calls "Ready, Front" while at Open Ranks, the Inspection Will Begin. The Commander will execute an About Face, perform a Salute and State that their unit is ready for inspection.
2. Inspection will be scored in five areas; Bearing, Confidence, Knowledge, Proper Procedures, and Overall Impression.
3. In Armed regulation, Except for the Commander, as the inspecting party halts and is directly in front of and facing the individual being inspected, the individual executes Inspection Arms. The individual remains at Inspection Arms until the inspecting party has concluded the question portion of the inspection. All rifleman will stay at Port Arms until the inspection has concluded and the Commander calls Order Arms.
4. In Unarmed Regulation, all riflemen will stand at the position of Attention for the entirety of the inspection.
5. The inspecting party will inspect your uniform, grooming, bearing, and overall appearance. They will ask one question of you from the following Categories.
 - a. Questions about any ribbons, medals, etc. found on the rifleman's uniform.
 - b. Home-state capital, nation's capital
 - c. Common knowledge of current events
 - d. Mission of National Society
 - e. Society Symbolism and History
 - f. Facts about the United States Flag
 - g. Five colors on a military map
 - h. Inspecting Judges' rank
 - i. Pershing's Life
6. While the inspection is underway, Judges will not score in any section other than Part 4: Inspection. (Score Sheets Can Be Found in Appendix F)
7. Once the Inspection has concluded, the Head Judge will direct the commander to take charge of their unit. At that time, scoring will resume as usual.

ANNEX C (Armed Exhibition Drill Instructions) to JJPMDC Standard Operating Procedures

1. The exhibition drill category allows drill teams to demonstrate their creative and technical prowess. This freestyle form of drill can be the most exciting display presented in a drill Competition. While exhibition drill creativity is not limited, the use of cueing devices, Bayonets, music, whistles, fireworks, lights or drums is strictly prohibited.
2. Competition will be held in One Category: Armed. The Exhibition categories include the use of demilitarized or facsimile rifles. A facsimile rifle is defined as any wooden or plastic rifle not intended to fire live ammunition. Demilitarized rifles are military model rifles (M1903 Springfield, M-1, M-14, etc.)
3. An Armed exhibition drill team will be composed of no less than 9 members plus commander and not more than 24 members plus commander.
4. The commander is expected to maintain control of the team while in the drill area but is not required to execute any of the movements or sequences. The commander must report in/out to the head judge and remain on the drill field during the sequence.
5. Prior to the start of each event, the team commander will report to the head judge. Drill commanders will specify their start and stop points. At this time, questions may be asked of the judges. Teams will stay in the designated ready area until called into the drill field by the head judge the drill team commander may position the head judge at any location. The drill field for this event is 85 feet by 85 feet.
6. The time for each exhibition drill team begins when the first rank enters the drill area boundary and ends when the final ranks exits the drill area. Exhibition drill time limits are a minimum of 6 minutes and a maximum of 10 minutes.


ANNEX D (Solo and Duet Exhibition Drill Instructions) to JJPMDC Standard Operating Procedures

1. Solo and Duet Exhibition include the use of demilitarized or facsimile rifles. A facsimile rifle is defined as any wooden or plastic rifle not intended to fire live ammunition. Demilitarized rifles are military model rifles (M1903 Springfield, M-1, M-14, etc.)
2. Prior to the start of each event, the competitors will report to the head Judge. At this time, questions may be asked of the judges and they will position the judge for report-in.
3. The exhibitionist(s) will move onto the drill floor when the head judge informs the commander he/she is cleared to do so. The exhibitionist(s) must report-in to the head judge and request permission to use the drill floor and report-out and request permission to leave the drill floor. Report-in/report-out exact verbiage is not required.
4. Scoring will begin when the exhibitionist(s) step foot on the drill floor and will stop when the competitor exits the drill floor. The Minimum time for both Solo and Duet events is Two Minutes and the Maximum time is Five Minutes
5. The head judge will move to a position on the drill area determined by the team commander prior to the start of the competition. The drill floor for armed drill is approximately 30 feet by 30 feet.

ANNEX E (Solo and Duet Exhibition Drill Instructions) to JJPMDC Standard Operating Procedures

1. The IDD competition will take place at the conclusion of the Competition, prior to the award ceremony.
2. The IDD will be unarmed and stationary. Marching maneuvers may be used once there are ten competitors for elimination purposes.
3. The five riflemen remaining at the conclusion of the IDD receive 1st through 5th place medals at the award ceremony.
4. The Society Command Sergeant Major will give commands. A properly sequenced command may be immediately followed by an improperly sequenced command. Riflemen who improperly comply with commands will be eliminated from the competition. All riflemen will remain silent during the competition. The competition will begin with stationary commands. Marching commands may be added for elimination purposes.
5. The commander will not call fake commands, but may call commands at improper times, or incorrectly. (For instance, *Present, ARMS* could be followed by *Left, FACE* but will never be followed by *Order, PIZZA*)
6. Army unarmed regulation command is valid for IDD, so long as it is IAW ARMY TC 3-21.5

Enclosure 1 to Annex F (Armed Regulation Drill Score Sheet) to the John J Pershing Memorial Drill Competition Standard Operating Procedures


Armed Regulation Drill																	
Company:																	
Part 1: Commander (possible 20 points)																	
1	Overall Impression	1	2	3	4	5											
2	Bearing & Poise	1	2	3	4	5											
3	Correct Procedures	1	2	3	4	5											
4	Command Voice	1	2	3	4	5											
Part 2: Team (possible 50 points)						Part 3: Inspection (possible 50 points)											
1	Overall Appearance	1	2	3	4	5	1	Bearing	1	2	3	4	5				
2	Military Bearing	1	2	3	4	5	2	Confidence	1	2	3	4	5				
3	Unity & Precision	1	2	3	4	5	3	Knowledge	1	2	3	4	5				
4	Marching Discipline	1	2	3	4	5	4	Proper Procedures	1	2	3	4	5				
5	Dress and Cover	1	2	3	4	5	5	Overall Impression	1	2	3	4	5				
Part 4: Drill Evaluation (Possible 270 Point)																	
1	Present Arms	1	2	3	4	5	28	Mark Time March	1	2	3	4	5				
2	Report-In	1	2	3	4	5	29	Platoon Halt	1	2	3	4	5				
3	Order Arms	1	2	3	4	5	30	Order Arms	1	2	3	4	5				
4	Inspection Arms	1	2	3	4	5	31	File from the Right March	1	2	3	4	5				
5	Ready, Port, Arms	1	2	3	4	5	32	Platoon Halt	1	2	3	4	5				
6	Order Arms	1	2	3	4	5	33	Port Arms	1	2	3	4	5				
7	Parade Rest	1	2	3	4	5	34	Column of 3s to the Left March	1	2	3	4	5				
8	Platoon Attention	1	2	3	4	5	35	Column Left March	1	2	3	4	5				
9	Count Off	1	2	3	4	5	36	Column Left March	1	2	3	4	5				
10	Open Ranks, March	1	2	3	4	5	37	Left Shoulder Arms	1	2	3	4	5				
11	Ready Front	1	2	3	4	5	38	Half-Step March	1	2	3	4	5				
12	Order Arms	1	2	3	4	5	39	Forward March	1	2	3	4	5				
13	Close Ranks March	1	2	3	4	5	40	Column Left March	1	2	3	4	5				
14	Left Step March	1	2	3	4	5	41	Left Flank March	1	2	3	4	5				
15	Platoon Halt	1	2	3	4	5	42	Change Step March	1	2	3	4	5				
16	Right Face	1	2	3	4	5	43	Right Flank March	1	2	3	4	5				
17	Right Shoulder Arms	1	2	3	4	5	44	Column Right March	1	2	3	4	5				
18	Column Half-Right, March	1	2	3	4	5	45	Platoon Halt	1	2	3	4	5				
19	Column Half-Left March	1	2	3	4	5	46	Order Arms	1	2	3	4	5				
20	Counter Column March	1	2	3	4	5	47	Left Face	1	2	3	4	5				
21	Close Interval March	1	2	3	4	5	48	Right Step March	1	2	3	4	5				
22	Forward March	1	2	3	4	5	49	Platoon Halt	1	2	3	4	5				
23	Normal Interval March	1	2	3	4	5	50	About Face	1	2	3	4	5				
24	Forward March	1	2	3	4	5	51	About Face	1	2	3	4	5				
25	Rear March	1	2	3	4	5	52	15 Count Manual Arms	1	2	3	4	5				
26	Left Shoulder Arms	1	2	3	4	5	53	Present Arms	1	2	3	4	5				
27	Rear March	1	2	3	4	5	54	Report-Out	1	2	3	4	5				
Judge Name:						Penalties (Head Judge Only)											
Circle One: Head Judge Line Judge						Boundary Violations (2 pts Per Step)											
Comments:						Less than 9 in formation (15 pts)											
						Over/Under Time (1pt per sec)											
						Added Commands (5 Pts Per)											
						Failure to Report In/out (20 Pts)											
						Final Overall Score (Possible 390 Points)											

Enclosure 2 to Annex F (Unarmed Regulation Drill Score Sheet) to the John J Pershing Memorial Drill Competition Standard Operating Procedures


Unarmed Regulation Drill					
Company:					
Part 1: Commander (possible 20 points)					
1	Overall Impression	1	2	3	4 5
2	Bearing & Poise	1	2	3	4 5
3	Correct Procedures	1	2	3	4 5
4	Command Voice	1	2	3	4 5
Part 2: Team (possible 30 points)			Part 3: Inspection (possible 30 points)		
1	Overall Impression	1	2	3	4 5
2	Military Bearing	1	2	3	4 5
3	Unity & Precision	1	2	3	4 5
4	Proper Procedures	1	2	3	4 5
5	Marching Discipline	1	2	3	4 5
6	Dress and Cover	1	2	3	4 5
1	Proper Procedures	1	2	3	4 5
2	Bearing	1	2	3	4 5
3	Confidence	1	2	3	4 5
4	Knowledge	1	2	3	4 5
5	Overall Appearance	1	2	3	4 5
6	Overall Impression	1	2	3	4 5
Part 4: Drill Evaluation (Possible 270 Points)					
1	Present Arms	1	2	3	4 5
2	Report-In	1	2	3	4 5
3	Order Arms	1	2	3	4 5
4	Dress Right Dress	1	2	3	4 5
5	Ready Front	1	2	3	4 5
6	About face	1	2	3	4 5
7	Parade Rest	1	2	3	4 5
8	Team Attention	1	2	3	4 5
9	About Face	1	2	3	4 5
10	From Front to Rear, Count Off	1	2	3	4 5
11	Open Ranks March	1	2	3	4 5
12	Ready Front	1	2	3	4 5
13	Close Ranks March	1	2	3	4 5
14	Right Face	1	2	3	4 5
15	Forward March	1	2	3	4 5
16	Rear March	1	2	3	4 5
17	Left Flank March	1	2	3	4 5
18	Rear March	1	2	3	4 5
19	Change Step March	1	2	3	4 5
20	Team Halt	1	2	3	4 5
21	Count Off	1	2	3	4 5
22	Close Interval March	1	2	3	4 5
23	Normal Interval March	1	2	3	4 5
24	Right Face	1	2	3	4 5
25	Forward March	1	2	3	4 5
26	Mark Time March	1	2	3	4 5
27	Forward March	1	2	3	4 5
28	Half Step March	1	2	3	4 5
29	Forward March	1	2	3	4 5
30	Right Flank March	1	2	3	4 5
31	Right Flank March	1	2	3	4 5
32	Team Halt	1	2	3	4 5
33	Right Face	1	2	3	4 5
34	Left Step March	1	2	3	4 5
35	Team Halt	1	2	3	4 5
36	Right Step March	1	2	3	4 5
37	Team Halt	1	2	3	4 5
38	Right Face	1	2	3	4 5
39	Forward March	1	2	3	4 5
40	Column Left March	1	2	3	4 5
41	Column Left March	1	2	3	4 5
42	Counter Column March	1	2	3	4 5
43	Change Step March	1	2	3	4 5
44	Mark Time March	1	2	3	4 5
45	Team Halt	1	2	3	4 5
46	Left Face	1	2	3	4 5
47	Present Arms	1	2	3	4 5
48	Report-Out	1	2	3	4 5
Judge Name:			Penalties (Head Judge Only)		
Circle One: Head Judge Line Judge			Boundary Violations (2 pts Per Step)		
Comments:			Less than 9 in formation (15 pts)		
			Over/Under Time (1pt per sec)		
			Added Commands (5 Pts Per)		
			Failure to Report In/out (20 Pts)		
			Final Overall Score (Possible 350 Points)		



Enclosure 3 to Annex F (Color Guard Score Sheet) to the John J Pershing Memorial Drill Competition Standard Operating Procedures

Color Guard											
Company:											
Part 1: Commander (possible 20 points)											
1	Overall Impression	1	2	3	4 5						
2	Bearing & Poise	1	2	3	4 5						
3	Proper Procedures	1	2	3	4 5						
4	Command Voice	1	2	3	4 5						
Part 2: Team (possible 30 points)						Part 3: Inspection (possible 30 points)					
1	Overall Impression	1	2	3	4 5	1	Proper Procedures	1	2	3	4 5
2	Military Bearing	1	2	3	4 5	2	Bearing	1	2	3	4 5
3	Unity & Precision	1	2	3	4 5	3	Confidence	1	2	3	4 5
4	Proper Procedures	1	2	3	4 5	4	Knowledge	1	2	3	4 5
5	Marching Discipline	1	2	3	4 5	5	Overall Appearance	1	2	3	4 5
6	Dress and Cover	1	2	3	4 5	6	Overall Impression	1	2	3	4 5
Part 4: Drill Evaluation (Possible 270 Points)											
1	Present Arms	1	2	3	4 5	22	Forward March	1	2	3	4 5
2	Report-In	1	2	3	4 5	23	Eyes Right	1	2	3	4 5
3	Sling Arms	1	2	3	4 5	24	Ready Front	1	2	3	4 5
4	Post	1	2	3	4 5	25	Left Wheel March	1	2	3	4 5
5	Uncase Colors	1	2	3	4 5	26	Forward March	1	2	3	4 5
6	Present Arms	1	2	3	4 5	27	Colors Reverse March	1	2	3	4 5
7	Order Arms	1	2	3	4 5	28	Forward March	1	2	3	4 5
8	Post	1	2	3	4 5	29	Right Wheel March	1	2	3	4 5
9	Left About March	1	2	3	4 5	30	Forward March	1	2	3	4 5
10	Forward March	1	2	3	4 5	31	Left Wheel March	1	2	3	4 5
11	Colors Reverse March	1	2	3	4 5	32	Forward March	1	2	3	4 5
12	Right Wheel March	1	2	3	4 5	33	Mark Time March	1	2	3	4 5
13	Forward March	1	2	3	4 5	34	Colors Halt	1	2	3	4 5
14	Left Wheel March	1	2	3	4 5	35	Sling Arms	1	2	3	4 5
15	Colors Halt	1	2	3	4 5	36	Post	1	2	3	4 5
16	Order Arms	1	2	3	4 5	37	Present Arms	1	2	3	4 5
17	Parade Rest	1	2	3	4 5	38	Order Arms	1	2	3	4 5
18	Colors Attention	1	2	3	4 5	39	Case Colors	1	2	3	4 5
19	Carry Colors	1	2	3	4 5	40	Post	1	2	3	4 5
20	Forward March	1	2	3	4 5	41	Present Arms	1	2	3	4 5
21	Left Wheel March	1	2	3	4 5	42	Report-Out	1	2	3	4 5
Judge Name:						Penalties (Head Judge Only)					
Circle One: Head Judge Line Judge						Boundary Violations (2 pts Per Step)					
Comments:						Less than 9 in formation (15 pts)					
						Over/Under Time (1pt per sec)					
						Added Commands (5 Pts Per)					
						Failure to Report In/out (20 Pts)					
						Final Overall Score (Possible 350 Points)					

Enclosure 4 to Annex F (Armed Exhibition Drill Score Sheet) to the John J Pershing Memorial Drill Competition Standard Operating Procedures

Armed Exhibition Drill												
Company:												
Unit Designation (Circle): P/R P/A BJ JROTC												
Part 1: Commander (possible 40 points)												
1	Overall Impression	1	2	3	4	5	6	7	8	9	10	
2	Bearing & Poise	1	2	3	4	5	6	7	8	9	10	
3	Command Presence	1	2	3	4	5	6	7	8	9	10	
4	Command Voice	1	2	3	4	5	6	7	8	9	10	
Part 2: Team (possible 40 points)												
1	Overall Impression	1	2	3	4	5	6	7	8	9	10	
2	Overall Appearance	1	2	3	4	5	6	7	8	9	10	
3	Military Bearing	1	2	3	4	5	6	7	8	9	10	
4	Rifle Movements	1	2	3	4	5	6	7	8	9	10	
Part 3: Drill Evaluation (Possible 80 Points)												
1	Originality	1	2	3	4	5	6	7	8	9	10	
2	Difficulty	1	2	3	4	5	6	7	8	9	10	
3	Precision	1	2	3	4	5	6	7	8	9	10	
4	Variety	1	2	3	4	5	6	7	8	9	10	
5	Transitions	1	2	3	4	5	6	7	8	9	10	
6	Showmanship	1	2	3	4	5	6	7	8	9	10	
7	Use of the Floor	1	2	3	4	5	6	7	8	9	10	
8	Dress and Cover	1	2	3	4	5	6	7	8	9	10	
Judge Name:												
Circle One: Head Judge Line Judge												
Comments:		Penalties (Head Judge Only)										
		Boundary Violations (2 pts Step)										
		Less than 9 in formation (15 pts)										
		Over/Under Time (1pt per sec)										
		Dropped Rifle (15 pts per drop)										
		Failure to Report In/out (20 Pts)										
Final Overall Score (Possible 160 Points)												

Enclosure 5 to Annex F (Solo/Duet Exhibition Drill Score Sheet) to the John J Pershing Memorial Drill Competition Standard Operating Procedures

Solo/Duet Exhibition Drill																					
Company / Unit:																					
Unit Designation (Circle): P/R P/A BJ JROTC																					
Name(s):																					
  																					
Part 2: Appearance (possible 40 points)																					
1	Overall Impression	1	2	3	4	5	6	7	8	9	10										
2	Overall Appearance	1	2	3	4	5	6	7	8	9	10										
3	Military Bearing	1	2	3	4	5	6	7	8	9	10										
4	Rifle Movements	1	2	3	4	5	6	7	8	9	10										
Part 3: Drill Evaluation (Possible 80 Points)																					
1	Originality	1	2	3	4	5	6	7	8	9	10										
2	Report in/out	1	2	3	4	5	6	7	8	9	10										
3	Difficulty	1	2	3	4	5	6	7	8	9	10										
4	Precision	1	2	3	4	5	6	7	8	9	10										
5	Variety	1	2	3	4	5	6	7	8	9	10										
6	Transitions	1	2	3	4	5	6	7	8	9	10										
7	Showmanship	1	2	3	4	5	6	7	8	9	10										
8	Use of the Floor	1	2	3	4	5	6	7	8	9	10										
Judge Name:																					
Circle One: Head Judge Line Judge																					
Comments:																					
											Penalties (Head Judge Only)										
											Boundary Violations (2 pts Per Step)										
											Over/Under Time (1pt per sec)										
											Dropped Rifle (15 pts per drop)										
Failure to Report In/out (20 Pts)																					
Final Overall Score (Possible 120 Points)																					