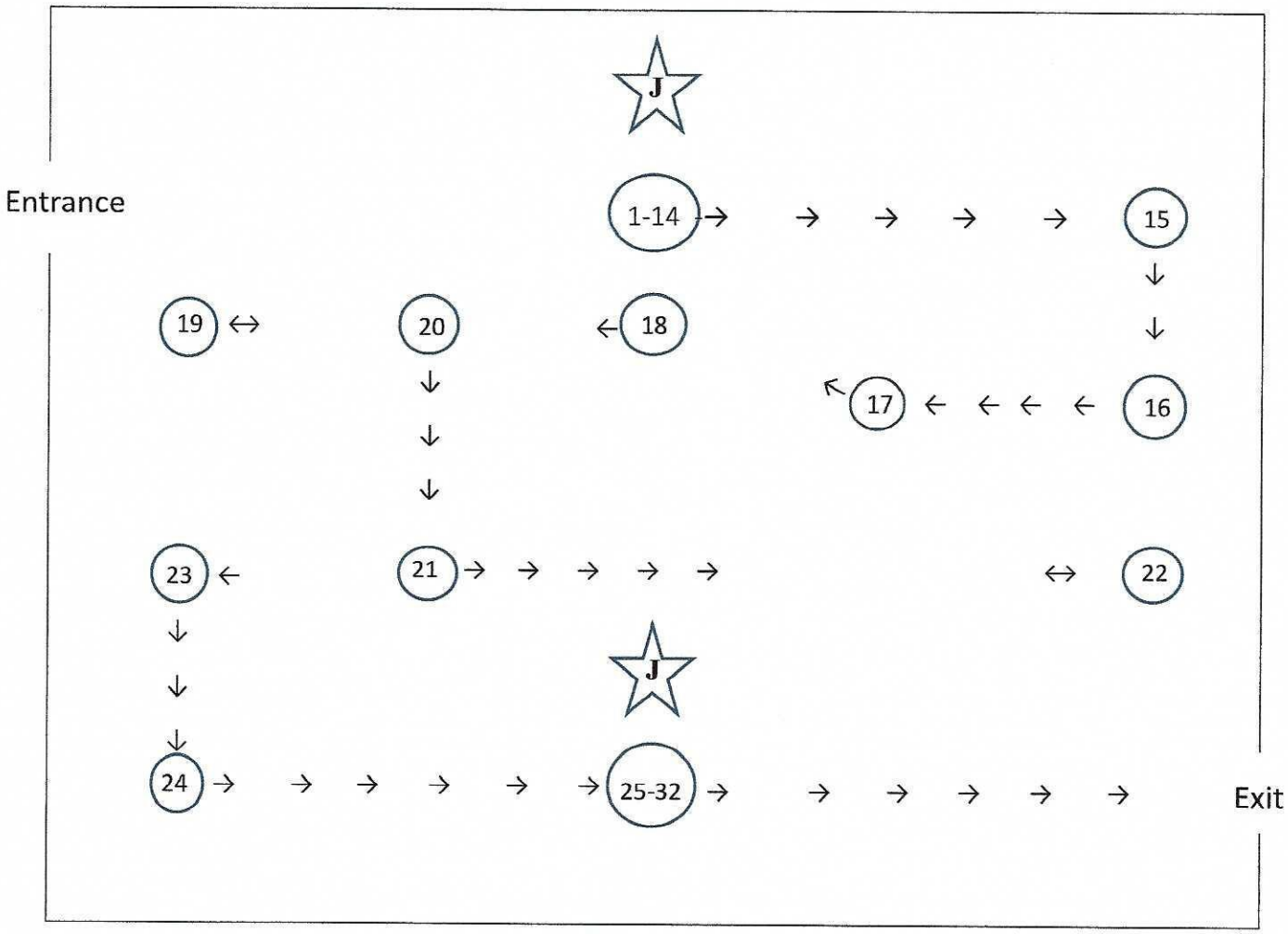
Map for Drill Competition



Explorer Post: _____ **Judge:** _____

Guidelines for Exhibition (Freestyle) Squad Drill

1. General: The exhibition squad drill is designed to evaluate the unit's performance of creativity, excellence, pride, and teamwork in a freestyle fashion drill.
2. The time limit for this category is 4 mins. (Time starts when the squad reports in with the Judge)
3. The overall score is determined by the scoresheet and team average on the uniform inspection.
4. The Squad consists of a minimum of 5 with no limit on squad members.
5. The boundary area is 50 feet by 50 feet.
6. Movement commands can be verbal or non-verbal.
7. The Explorer squad will be required to perform the following movements within their drill card. All other movements are created by the exhibition Explorer squad:

Stationary Movements	
Present Arms	Report In
Order Arms	Report Out

Inspection

Each category has a point value of 1-5 points. The max points available for the team is 30 points.

Explorers	Uniform	Hair	Hygiene	Uniformity	Accessories	Other	Totals
Squad Leader 1.							
2.							
3.							
4.							
5.							
6.							
7.							
8.							
9.							
10.							
11.							
12.							
13.							
14.							

Total Inspection Points: _____ Team Average: _____

Grading Scoresheet

Judged Item	Description	Possible Points	Judges Score
Report In	Squad to enter, present arms, & verbally report-in to Judge	0-10	
Order Arms	Order arms	0-10	
Explorer bearing	Military-like facial bearing	0-10	
Dress and cover	Constant willful, synchronized alignment of performing squad. Attention to cadence and staying in step with each other	0-10	
Explorer Involvement	Meaningful drill activity with all cadets occurring often.	0-10	
Movement Difficulty	Routine as presented required much practice	0-10	
Movement Precision	Precise, clean & sharp movements	0-10	
Movement Variety	Diversity of movements to display overall excellence	0-10	
Showmanship	Supreme effort, snap, and concentration in the routine	0-10	
Floor	Meaningful use of drill floor	0-10	
Overall Impression	Overall Evaluation of the entire routine presentation	0-10	
Report Out	Squad to present arms & verbally report out to the Judge. Order arms.	0-10	
Time: _____mins _____sec	Time used appropriately to adequately display a well thought out routine	0-10	
Penalties			
Incorrect Squad Numbers	Less than 5	-5	
Boundary Violations	Exceeds boundary. (Per Violation)	-5	
Incorrect Commands	Command and execution do not match. Stray movements, etc. (Per violation)	-5	
Referencing Drill Card	Referencing guidelines or drill cards while performing drill routine. Referencing multiple times will only be a total of a 5 point deduction.	-5	
Team Inspection Average		0-30	+_____
Overall Score	(Out of 160 points)	160	

Judges Notes:

_____

_____

_____

_____

_____

_____

Judge: _____

Explorer Post: _____ **Judge:** _____

Guidelines for Unarmed Squad Drill

1. General: The unarmed regulation squad is designed to evaluate the unit's performance of selected drill maneuvers.
2. The time limit for this category is 7 minutes.
3. The overall score is determined by the drill card and team average on the uniform inspection.
4. The Squad consists of a minimum of 5 and no more than 7 Explorers total including the Explorer Squad Leader (issuing commands).
5. The boundary area is 50 feet by 50 feet.
6. The Explorer squad will be required to perform the following movements:

Stationary Movements	Marching Movements
Present Arms	Forward March
Order Arms	Column Right
Dress Right Dress	Column Half Right
Ready Front	Column Half Left
At Ease	Rear March
Attention	Right Flank
Parade Rest	Left Flank
Left Face	Column Left
Right Face	Halt
About Face	Right Step
	Left Step

Inspection

Each category has a point value of 1-5 points. The max points available for the team is 30 points.

Explorers	Uniform	Hair	Hygiene	Uniformity	Accessories	Other	Totals
Squad Leader 1.							
2.							
3.							
4.							
5.							
6.							
7.							

Total Inspection Points: _____ Team Average: _____

Drill Card & Grading Scoresheet

Below is the list of required maneuvers that must be done in this sequence.

Movement	Point Range	Judges Score & Notes
1. Present Arms (report in)	0-10	
2. Order Arms	0-10	
3. Dress Right Dress	0-10	
4. Ready Front	0-10	
5. At Ease	0-10	
6. Squad Attention	0-10	
7. Parade Rest	0-10	
8. Squad Attention	0-10	
9. Left Face	0-10	
10. Right Face	0-10	
11. About Face	0-10	
12. About Face	0-10	
13. Right Face	0-10	
14. Forward March	0-10	
15. Column Right March	0-10	
16. Column Right March	0-10	
17. Column Half Right March	0-10	
18. Column Half Left March	0-10	
19. Rear March	0-10	
20. Right Flank March	0-10	
21. Left Flank March	0-10	
22. Rear March	0-10	
23. Column Left March	0-10	
24. Column Left March	0-10	
25. Squad Halt	0-10	
26. Left Face	0-10	
27. Left Step March	0-10	
28. Squad Halt	0-10	
29. Right Step March	0-10	
30. Squad Halt	0-10	
31. Present Arms (report out)	0-10	
32. Order Arms	0-10	
33. Right Face	0-10	
34. Forward March (exit area)	0-10	
Penalties		
1. Incorrect Squad Numbers	-5	
2. Boundary Violations	-5 per violation	
3. Incorrect Commands	-5 per violation	
4. Referencing Drill Card	-5	
Team Inspection Average	+	
	Overall Score	(Out of 370 points)

Judges Notes:

_____

_____

Judge: _____