**Overview:**

This document will include all information that is pertinent to the Jack C. Hays Drill Meet. This information is essential for your team's preparation and attendance at the meet. All drill meet information may also be found website is (https://www.haysmcjrotc.com/).

**Event Schedule:**

Time slots for the Jack C. Hays Drill Meet will be determined 2 to 3 weeks prior to the meet. Please see the team schedule for individual event times and the unit schedule for a complete list of all the competition times.

**Events Overview:**

Schools will be allowed to have a maximum of **40 Cadets**. Cadets are authorized to compete in as many events as their Instructor authorizes. **Schools may substitute cadets between any and all events as desired.**

Events will consist of:

1. Inspection Platoon (13 cadets) Uniform for the inspection platoon will be Blue Dress “B” with ribbons and badges. White gloves will be worn they are not optional.

2. Armed Regulation Drill – (Minimum 13 cadets) Deck size: 100’W x 75' L

Dress Blue “B” Uniform with gloves REQUIRED

3. Armed Exhibition Drill – (Minimum 13 cadets) Deck size: 100’W x 75' L

Dress Blue “B” Uniform with gloves REQUIRED

4. Unarmed Regulation Drill – (Minimum 13 cadets) Deck size: 100’W x 75' L

Dress Blue “B” Uniform with gloves REQUIRED

5. Unarmed Exhibition Drill – (Minimum 13 cadets) Deck size: 100’W x 75’ L

Dress Blue “B” Uniform with gloves REQUIRED

6. Color Guard – Each participating school may enter  **ONE color guard** for score as the primary color guard. The secondary color guard will not count for the overall team score. . It may be male, female or mixed. Bring your 4 (four) best cadets. Deck size: 70’W x 60' L only authorized Uniform is Blue Dress “B” with gloves. Ribbons and badges may be removed for

the Color Guard performance.

**7.** Academics – 10 Cadets, no uniform requirement.

8. Marine Corps Combat Fitness test – 1 male team and 1 female team (4 per team) mixed teams will be listed under the male team.

1. Run 880 yards (two laps around a track) simulated Movement to Contact in battle dress uniform fast.
2. Lift a 30-pound ammunition can overhead from shoulder height for max reps for two minutes.
3. Perform a maneuver-under-fire simulated event, a timed 300-yard shuttle run in which cadets are paired up by size and perform the following tasks: sprints, agility course, high crawl, low crawl, body drag, fireman carry, ammo can carry, push-ups and grenade throw.

9. **Overview of Team Penalties (Regulation, Exhibition & Color Guard) –**

a. Dropped weapon or sword – 20-point penalty for each infraction

b. Out of bounds – 5 -point penalty (regulation/exhibition) -20 point penalty (Color Guard) for each infraction the Unit steps out of bounds

c. Exhibition time limits – 1-point penalty for every second over or under the

time limits

d. If the Flags touch the deck – 25-point penalty for each infraction

e. Incorrect number of Cadets – 25-point penalty for every cadet less than 10 f. Improper uniform – 25 point penalty for every cadet not in Dress Blue “B”

g. Missed Commands/Out of Sequence – 5 point penalty (regulation) and 10

point penalty (Color Guard)

h. Improper/uneven cadence 25 point penalty (Color Guard)

10**. Overview of Unit Leader Evaluation**

a. Volume max score of 10.

b. Commands max score of 10.

c. 5 second pause on all halted commands max of 10 points (2 points per

infraction max of 5)

d. Unit Leader position max score of 10. Unit Leader bearing max score of 10

f. Unit Leader out of bounds max score of 10. Proper and even cadence max

score of 20. Uniform and Appearance max score of 20

Unit Leader can score a maximum score of **100 points.**

**Example:** If a unit leader misses two movements, the team will receive a zero for not executing the movement but the unit leader will lose points from their unit leader evaluation and the judge will determine this score.

If the unit leader goes out of bounds but the unit stays in bounds the team will not be penalized for this only the unit leader score will be affected.

11. **Technical Impression** score is a max of 20 points. These are additional points added to your unit score by the judges on the adherence to service and meet regulations during the execution of the drill card. This is new this year and taken from the National Meet last year.

12. **Precision Impression** score is a max of 20 points. These are additional points added to your unit for the overall precision displayed by the unit during the execution of the drill card. This is new this

year and taken from the National Meet last year.

**UNIFORM**

1. Uniform for the inspection platoon will be Blue Dress “B” with ribbons, badges and white gloves.

2. Uniform for the Color Guard is Blue Dress “B” w/white gloves. Ribbons and badges may be removed for the Color Guard performance.

3. Uniforms for all marching events will be the Dress Blue “B” uniform w/white gloves. The only exception will be academics and cadets can be in any MCJROTC authorized uniform or appropriate civilian attire.

**EQUIPMENT**

1. Only the authorized Daisy Drill rifle will be utilized for armed drill, armed exhibition and color guard. Drill rifles must have the rubber butt plate, no exceptions.

2. Slings may be white or black and taping of sling is only allowed in Armed Exhibition. Taping of rifles is not allowed for Armed Regulation or Color Guard.

4. Gloves may be moistened for safety purposes.

5. Armed Regulation – The Armed Drill Commander will be equipped with NCO Sword, Scabbard and FROG.

6. Armed Exhibition – The Armed Exhibition Drill Commander will be equipped with either an NCO sword with scabbard and frog or a Daisy Drill rifle.

7. Unarmed Regulation – The Unarmed Regulation Drill Commander will not carry a sword.

8. Unarmed Exhibition - The Unarmed Exhibition Drill Commander will not carry a sword or Daisy Drill rifle.

9. Color Guard - The Color Guard will utilize the standard issued National Ensign and MCJROTC Colors. Marine Corps teams must use the standard 9 ½ foot pole with pike. Rifleman will use the Daisy Drill Rifle with a rubber butt plate.

**EVENT I. ACADEMICS (MEDIA ROOM)**

10 Cadets will be taking a 50-question test in a time limit of 20 minutes. **Cadets are not required to be in a Marine Corps JROTC Uniform. Cadets will wear whatever their Instructor authorizes**. Once everyone is seated and briefed the Judges will start the time and tell the Cadets to begin. They will have 20 minutes to complete the exam and will not be allowed to leave the area until the time has expired. The 50 questions will

all be multiple choice.

The questions will be taken from the following areas:

10 questions from the LE I Textbook

10 questions from the LE II Textbook

10 questions from the LE III Textbook

10 questions from the LE IV Textbook

10 questions that will be a combination of current events, people who are Military, DOD and US Officials, or questions specific to Drill and these will be pulled from the MCO 5060.20 DTD 15 May 2019.

**EVENT II. Inspection Platoon (BAND HALL)**

10 cadets – Cadets will fall-in on spots marked with tape. Uniform for the cadets being inspected will be Blue Dress “B” with ribbons, badges and white gloves, no exceptions. Any school having less than 10 Cadets will not be disqualified but they will receive a zero on that score sheet. Example: If 10 cadets with a perfect score on the Inspection (100) added together will receive 1000 points. A team that only has 9 cadets being Inspected can only receive a maximum score of 900 points.

All members of the inspection platoon will report in at the “check-in” table together for their event.

**CONDUCT:**

The inspection will be conducted by three inspectors following the current MCO P5060.20 Marine Corps Drill and Ceremonies Manual and MCO 1020.34H Marine Corps Uniform Regulations.

Inspection Area: Upon judge stepping in front of cadet, each Cadet will salute and report their

Cadet rank and last name only. **They will not report the name of their school.**

Four questions will be asked of each cadet (2 minutes per Cadet). Once the judge has completed his inspection, he will hand off the inspection sheet to a scribe stationed outside the inspection area. Each team member is responsible for ensuring their cadet rank, name, and school is written on their inspection sheet prior to entering the Inspection area. They will then immediately leave the inspection area once they are dismissed.

Inspection Team members will not be allowed to leave the inspection area for any reason (barring an emergency) until after they have been inspected. **The Inspection area will be closed off once the Inspection begins. Instructors and spectators will not be allowed inside the inspection room for any reason.**

Basic questions may be asked by inspectors. Not only the accuracy of the response is noted, but equally important, the manner of the response.  **Questions may include Current events, Chain of Command, Ranks, USMC History, Uniform Regulations and General Military subjects.**

There are limits to a cadet’s military knowledge. The questions asked of a cadet will not be intended to harass or embarrass, but to gauge the cadet’s ability to think and respond under demanding conditions. Though cadets should anticipate an intense, often rapid-fire interrogation from an inspector, they will not be “stressed” during the inspection. Inspectors will ask a series of three (3) ‘official’ questions of each cadet during the inspection; the response to which will be part of the grading process. These questions will consist of Current events, Chain of Command, Marine Corps history, General Orders, drill and ceremony, uniform and grooming regulations. Inspectors will also ask one ‘unofficial’ question to measure a cadet’s poise and bearing.

These questions will be limited to:

- Cadet’s Name, Rank / Rate - Cadet’s Age

- Number of years Cadet has been in MCJROTC

- Cadet’s class / year in school - Questions regarding ribbons / devices on the uniform

- Description of cadet rank insignia

Cadets should respond to questions in a clear, distinct voice. It is not necessary, nor desired, that a cadet shout their responses to an inspector’s questions. The Cadets should comply with what their Inspector tells them. If they are told to stop yelling, they should stop yelling. If they are told to speak up, then they should talk louder. The Inspector will direct the Cadet as they see fit. The inspector will be asking the same ‘official’ questions of each cadet in their line.

Haircuts will be judged for compliance with regulations. Uniforms and equipment will be inspected for fit, appearance, cleanliness, and serviceability.

**Once again there will be no spectators, sponsors or instructors allowed in the inspection area.**

**EVENT III. ARMED REGULATION DRILL (PARKING LOT)**

**Show time: 10 minutes prior to your scheduled time**

**Start time: After briefing from Head Judge**

**Armed Regulation drill deck: 100’W x 75' L**

Judging will be according to the current MCO P5060.20 Marine Corps Drill and Ceremonies Manual. Teams will use the appropriate Manual of Arms for the Daisy Drill rifle. The Unit Leader will position the platoon  **in the Ready Area.** The Head Judge will approach the team in the READY AREA and ask the Unit Leader if the team is ready to begin. Once the Head Judge and Unit Leader agree the Unit is ready, the Unit Leader can begin by exiting the READY AREA on the Head Judges command. The Unit Leader will have the platoon “Fall In” 3 paces and centered on the Head Judge and give “Present Arms”. Then, the Unit Leader will report in with an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The Unit Leader will be judged from the time he/she enters the drill area, until the team departs. The platoon will be judged from the first command on the drill card.

Drill area dimensions:

Armed Regulation drill deck: 100’W x 75' L

**NOTE: Daisy Drill Rifle Only, must have a functioning bolt and slings SHALL NOT be taped. NOTE: SOME TYPE OF RUBBER PADDING / BOOT WILL BE REQUIRED FOR ALL RIFLES.**

Commanders must give each command in sequence from memory. No cue cards or prompter cards will be allowed. Each omission, addition of “extra” movements, or movement given out of sequence will be assessed a ten (10) point penalty.

A sample of the Report-In and Report-Out verbiage for all events (i.e. "Sir/Ma’am, the Armed Regulation/Exhibition platoon from Semper Fi HS is reporting in for (Event) and respectfully request to proceed with the drill card?" "Sir/Ma’am, the Armed/Unarmed Regulation platoon from Semper Fi HS has completed the required drill and respectfully requests to exit the drill area?"

All stationary commands (**including "Halt"**) must be held for a minimum of  **FIVE COUNTS**. This means that there will be at least a five second pause after a command of execution, and prior to the next preparatory command. A two-point penalty will be assessed for each infraction. The penalty points will also be assessed on the commander's score sheet. Commands on the march do not require a five second pause.

During the marching portion of the drill card, the Unit Leader may position himself/herself where they can best control the platoon. When Halted the Unit Leader will be 6 paces and centered on their unit. The Unit Leader will carry an NCO sword, scabbard and FROG. The Unit Leader will be graded on the execution of their sword manual. **Unit Leaders WILL NOT check alignment during Dress Right Dress.**

If a school chooses to use a Platoon Guide, the Guide will be graded on their performance of the Guidon Manual and proper execution of drill movements for the platoon guide per MCO P5060.20. Guides are optional and do not have to be utilized if the school chooses not to. Using a Platoon Guide will not get a school any extra points.

The Armed Regulation drill deck will be 100’ W x 75’ L. The drill deck area will be marked with cones. Please see attached for drill deck dimensions and out of bounds areas.

**EVENT IV. ARMED EXHIBITION DRILL (PARKING LOT)**

**Show time: 5 minutes prior to your scheduled time**

**Start time: After briefing from Head Judge**

**Armed Exhibition drill deck: 100’ W x 75’ L**

**NOTE: Daisy Drill Rifle Only and the deck will be a concrete floor.**

**NOTE: Daisy Drill Rifle Only, must have a functioning bolt and slings MAY BE taped. Rifles taping is at the discretion of the schools Instructor.**

**NOTE: SOME TYPE OF RUBBER PADDING / BOOT WILL BE REQUIRED FOR ALL RIFLES.**

Judging will be according to the current MCO P5060.20. Teams will use the appropriate Manual of Arms for the Daisy Drill rifle. The Unit Leader will position the platoon  **in the Ready Area.** The judging and time will start once the unit leaves the ready area. The Head Judge will approach the team in the READY AREA and ask the Unit Leader if the team is ready to begin. Once the Head Judge and Unit Leader agree the Unit is ready, the Unit Leader can begin their routine by exiting the READY AREA on the Head Judges command. Once the

team EXITS the READY AREA the time and scoring will begin. The Head Judge will come to the team once the Unit Leader gives the command **PRESENT ARMS**, so the Unit Leader can report in. Unit Leader will report in with an appropriate greeting, name of team, name of school and a brief statement. The Unit Leader and platoon will be judged from the time the team enters the drill area, until the team departs the drill area. Timing and judging will stop once the last Cadet leaves the drill area.

Precision Exhibition Drill is derived from Regulation Drill and not from the latest dance or circus acrobat routines. This phase allows the team to display imagination, pride, creativity, spirit, and dedication  **within the context of military drill and bearing**.

Each time a weapon is dropped there will be a 20-point deduction. A dropped weapon is a weapon that unintentionally falls to the deck due to loss of control. A dropped weapon will be determined and is at the discretion of the judges.

A minimum of five (5) minutes and a maximum of eight (8) minutes have been allotted for this phase. There will be a one-point penalty for every (1) second that a platoon is under or over the time limit.

Judging will be based on the following areas:

Report In All movements to HJ and verbal report-in

Report Out Verbal report-out up until the Command order arms

Overall Impression Overall routine presentation

Military Flavor Routine proudly befits a military JROTC competition Movement Difficulty Routine as presented required MUCH PRACTICE! Movement Precision Exacting, teamwork – “anti-sloppy”

Movement Variety Diversity of movements to display overall excellence Showmanship Flair, style and game face that turns heads / rivets watchers Cadet Bearing Supreme effort, snap and concentration in the routine

Cadet Appearance Uniform / overall cadet preparation & presentation

Handling of the Weapons Specific solo/team weapon maneuvers & manipulation/throwing of weapons.

No cadet may be lifted off drill deck by any means. All cadets must drill and perform

ENTIRELY on the drill deck and any cadet who is raised off the drill deck in any manner will cause the Head Judge to direct the raised cadet to dismount and the entire team to leave. The team will be disqualified from that event and receive no points. Any dangerously risky or very long rifle tosses (longer than a standard front to rear formation toss) is prohibited. DO NOT have the rifle travel in a manner that places any cadet except the

receiver at risk of being hit.

The Armed Exhibition drill deck will be 100’ W x 75’ L. The drill deck will be marked with cones. Please see attached for drill deck dimensions and out of bounds areas.

**EVENT V. UNARMED REGULATION DRILL (PARKING LOT)**

**Show time: 10 minutes prior to your scheduled time**

**Start time: After briefing from Head Judge**

**Unarmed Regulation drill deck: 100' W x 75' L**

Judging will be according to the current MCO P5060.20. The Unit Leader will position the platoon  **in the Ready Area.** The Head Judge will approach the team in the READY AREA and ask the Unit Leader if the team is ready to begin. Once the Head Judge and Unit Leader agree the Unit is ready, the Unit Leader can begin by exiting the READY AREA on the Head Judges command. The Unit Leader will have the platoon “Fall In” 3 paces and centered on the Head Judge and give “Present Arms”. Then, the Unit Leader will report in with an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The Unit Leader will be judged from the time he/she enters the drill area, until the team departs. The platoon will be judged from the first command on the drill card.

Drill area dimensions:

Unarmed Regulation drill deck: 100' W x 75' L

Commanders must give each command in sequence from memory. No cue cards or prompter cards will be allowed. Each omission, addition of “extra” movements, or movements given out of sequence will be assessed a Ten (10) point penalty.

A sample of the Report-In and Report-Out verbiage for all events (i.e. "Sir/Ma’am, the Unarmed Regulation/Exhibition platoon from Semper Fi HS is reporting in for (Event) and respectfully request to proceed with the drill card?" "Sir/Ma’am, the Armed/Unarmed Regulation platoon from Semper Fi HS has completed the required drill and respectfully requests to exit the drill area?"

All stationary commands (**including "Halt"**) must be held for a minimum of  **FIVE COUNTS**. This means that there will be at least a five second pause after a command of execution, and prior to the next preparatory command. A two-point penalty will be assessed for each infraction. The penalty points will also be assessed on the commander's score sheet. Commands on the march do not require a five second pause.

During the marching portion of the drill card, the Unit Leader may position himself/herself where they can best control the platoon. When Halted the Unit Leader will be 6 paces and centered on their unit. The Unit Leader **will NOT carry an NCO sword, scabbard and FROG**.

If a school chooses to use a Platoon Guide, the Guide will be graded on their performance of the Guidon Manual and proper execution of drill movements for the platoon guide per MCO P5060.20. Guides are optional and do not have to be utilized if the school chooses not to. Using a Platoon Guide will not get a school any

extra points.

Unit Leaders **WILL NOT** check alignment during Dress Right Dress.

**Unit Leaders WILL check alignment during Open Ranks**.

The Unarmed Regulation drill deck will be 100’ W x 75’ L. The drill deck will be marked with cones. Please see attached for drill deck dimensions and out of bounds areas.

**EVENT VI. UNARMED EXHIBITION DRILL (PARKING LOT)**

**Show time: 5 minutes prior to your scheduled time**

**Start time: After briefing from Head Judge**

**Unarmed Exhibition drill deck: 100’ W x 75’ L**

Judging will be according to the current MCO P5060.20. The Unit Leader will position the platoon **in the Ready Area.** The judging and time will start once the unit leaves the ready area. The Head Judge will approach the team in the READY AREA and ask the Unit Leader if the team is ready to begin. Once the Head Judge and Unit Leader agree the Unit is ready, the Unit Leader can begin their routine by exiting the READY AREA on the Head Judges command. Once the team EXITS the READY AREA the time and scoring will begin. The Head Judge will come to the team once the Unit Leader gives the command **PRESENT ARMS**, so the Unit Leader can report in. The Unit Leader will report in with an appropriate greeting, name of team, name of school and a brief statement. The Unit Leader and platoon will be judged from the time the team enters the drill area, until the team departs the drill area. Timing and judging will stop once the last Cadet leaves the drill area.

Precision Exhibition Drill is derived from Regulation Drill and not from the latest dance or circus acrobat routines. This phase allows the team to display imagination, pride, creativity, spirit, and dedication  **within the context of military drill and bearing**.

A minimum of five (5) minutes and a maximum of eight (8) minutes have been allotted for this phase. There will be a one-point penalty for every (1) second that a platoon is under or over the time limit.

Judging will be based on the following areas:

Report In All movements to HJ and verbal report-in

Report Out Verbal report-out up until the Command order arms

Overall Impression Overall routine presentation

Military Flavor Routine proudly befits a military JROTC competition Movement Difficulty Routine as presented required MUCH PRACTICE! Movement Precision Exacting, teamwork – “anti-sloppy”

Movement Variety Diversity of movements to display overall excellence Showmanship Flair, style and game face that turns heads / rivets watchers Cadet Bearing Supreme effort, snap and concentration in the routine

Cadet Appearance Uniform / overall cadet preparation & presentation

The Unarmed Exhibition drill deck will be 100’ W x 75’ L. The drill deck will be marked with cones. Please see attached for drill deck dimensions and out of bounds areas.

**EVENT VII. COLOR GUARD PRIMARY AND ALTENATE (MAIN GYM)**

**Show time: 10 minutes prior to your scheduled time**

**Start time: After briefing from Head Judge**

Color Guard drill deck: 70’ W x 60’ L

**NOTE: Daisy Drill Rifle Only, must have a functioning bolt and slings SHALL NOT be taped. NOTE: SOME TYPE OF RUBBER PADDING / BOOT WILL BE REQUIRED FOR ALL RIFLES.**

There will be one category of Color Guard (Male, Female or Mixed)

Upon direction of the Head Judge, the Color Guard will form in a line formation with the COLORS UNCASED and at Parade Rest. As soon as the Color Guard is formed, the Color Guard Commander will be told to begin by the Head Judge. At that time the Color Guard Commander can begin the execution of the card. When the Color Guard Commander reports to the Head Judge they’ll be giving an appropriate greeting, name of team, name of school and a brief statement telling the judge they are ready to begin. The entire Color Guard will be judged from the time the team is called to ATTENTION, until they exit the drill area. The departure from the drill deck is graded. The sequence must be committed to memory. Ten (10) points will be deducted from the overall score for each incorrect command, boundary violation or sequence violation. Two judges will accomplish the Color Guard grading. The Head Judge will dismiss the Color Guard upon completion of the Performance Phase.

All movements will be on the orders of the Color Guard Commander and will be executed according to the sequence listed within this enclosure. The sequence must be performed from memory. No cue cards or prompter cards of any type will be allowed. Each omission, addition of “extra” movements, or movement given out of sequence will be assessed a Ten (10) point penalty.

The Color Guard Teams will consist of two color bearers and two color guards. The Color Guard Commander will carry the National Colors.

Only regulation Color Guard movements will be allowed in accordance with MCO P5060.20. Color Guards will be armed with the Daisy Drill Rifle.

The standard color staff consists of a **9 ½ foot**, hardwood pole capped at each end by metal ferrules. A metal spearhead will be screwed into the top ferrule.

**There will be a 25-point deduction if The Colors touch the deck at any time after the Color Guard enters the drill area and until the Color Guard exits the drill area.**

**POINTS WILL BE DEDUCTED FOR ANY FANCY DRILL CONDUCTED IN THE EXECUTION OF ANY PHASE OF THE COLOR GUARD COMPETITION.**

The Color Guard will execute all movements in sequence and from memory. A five second delay is required after all “stationary” commands.

When the sequence is completed, the Color Guard commander will report out by stating, "Sir/Ma’am, the Color Guard from (name of unit) has completed the required Drill". The judging will terminate after the Color Guard executes “Carry Colors”.

The Color Guard drill deck will be marked by cones. Please see attached for drill deck dimensions and out of bounds areas.

**EVENT VII. MARINE CORPS COMBAT FITNESS TEST (CFT) FOOTBALL FIELD**

**Uniform.** The only authorized uniform for the CFT will be a green (or unit pt shirt) short-sleeve t-shirt, cammie trousers and boots. Watch cap, kneepads/elbow pads, sweatshirt, and gloves may be worn, as required. For the AL event, cadets will wear a green (or unit pt shirt) short-sleeve t-shirt so that lock out of the elbows can be observed. The blouse will be worn for the MANUF event.

This event will be ran just like a regular Marine Corps Combat Fitness test. Refer to MCO 6100.13A.

Scoring the MCCFT. All cadets will be scored as 17 years olds.

**POINTS SCORING:**

For scoring – All events count for 1000 Championship points. Scoring will be proportional. Example if you have 2 judges for Unarmed Regulation then there is the possibility of a team receiving 700 points per judge and 100 point for commander’s score for a total of 1500 points. Whatever team scores highest, say **Team A** has the highest score at 1390 points. They will get the 1000 points. Everybody else will get their portion of 1000 based on their total score. If **Team B** scores 1385, they will get 996 points. If **Team C** scores a 1360, they will get

978. Proportional scoring will be the same all events.

Example

1390\*(1000/1390)=1000

1385\*(1000/1390)=996

Armed Regulation – 66 Commands worth 10 points each = 700 points x 2 judges = 1400 total points

Armed Regulation Unit Leader score worth 100 points. Total possible Armed Regulation Points = 1500

Unarmed Regulation – 66 Commands worth 10 points each = 700 points x 2 judges = 1400 total points

Unarmed Regulation Unit Leader score worth 100 points. Total possible Unarmed Regulation Points = 1500

Color Guard – 30 Command worth a total of = 360 points x 2 judges = 720 total points

Color Guard Commander score worth 100 points. Total Color Guard possible points is 820.