



March 6 - 8, 2009

Event Rules

Two staff members from different units will be assigned to oversee and score each event. Official rules and point systems will be handed out to all judges. Once judging is complete scores will be submitted to LCDR Madsen and LCDR Stoyanovich for final scoring and point awarding.

NOTE: All units **will** have at least 1 Officer/Instructor with their cadets at all times! Units can have points deducted for not having their cadets supervised. *First infraction=25 points, second infraction=75 points, third infraction=100 points, and fourth may result in possible disqualification. This is for the safety and security of all cadets.*

Flagship points are awarded as follows:

1st place – 100 points
2nd place – 90 points
3rd place – 80 points

4th place – 70 points
5th place – 60 points
6th-15th place – 10 points

Cargo Transfer: Eight Cadets

Four senders and four receivers will set up and move cargo from one “ship’s deck” to another. Cadets will be required to set up the entire trolley system. Cadets must be able to tie a series of knots to fasten the line to the trolley, throw a heaving line to the receiving ship using the proper commands, and move the cargo to the receiving ship’s deck on a pulley system.

Please refer to the video on the website for a demonstration.

Climbing Wall & Overhead Ropes Course: Four Cadets

This competition will include two cadets competing on the climbing wall and two cadets competing on the overhead ropes course. The climbing wall will have two cadets at a time scaling a rock wall. The overhead ropes course requires two cadets (one at a time) to maneuver through the obstacle course as fast and safely as possible. Full safety gear, including harnesses, will be used during these events. Failure to do so will result in disqualification.

Close Order Drill: To be determined by unit strength

The drill will consist of a column of twos, without guidon or guide. All standard drill commands listed below will be graded. At the order of the judge, the leader will have the cadets fall in to formation, properly dress and align themselves, then report the team as ready for competition. Upon being told to carry on, the leader will drill his/her team to demonstrate the required movements, within the parameters of the drill area within the allotted time of seven minutes.

One of two possible drill cards with the required movements will be provided. There should be at least five paces between drill movements. Additional movements may be made only if necessary to remain within the drill perimeter. Drill movements which are repeated will only be judged on the first execution.



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Close Order Drill (cont.): To be determined by unit strength

- * The leaders proficiency, including command voice, will be included in the evaluation
- * The following movements will be graded and included on your drill card:

FALL IN
NORMAL DRESSING
AT EASE
ATTENTION
FORWARD
TO THE REAR
CHANGE STEP
COLUMN MOVEMENTS (LEFT, RIGHT, HALF LEFT, AND HALF RIGHT)
FLANK MOVEMENTS (LEFT AND RIGHT)
OBLIQUE MOVEMENTS (LEFT AND RIGHT)
EYES RIGHT
PARADE REST
HALF STEP (LEFT AND RIGHT)

* Movements are to be executed in accordance with the Marine Corps Drill and Ceremonies Manual (NAVMC 2691). It is available on-line at:

<http://www.usnavy.vt.edu/CurrentStudents/Battalion/Marine%20Corps%20Drill%20Manual.pdf>

* If a mistake in the order is given, the command "AS YOU WERE" may be given prior to the execution by the cadet in charge with no point deduction.

(If the unit has more than 14 cadets, the cadets in the Color Guard cannot be in COD.)

Color Guard: Four Cadets

A confined drill area will be designated.

* Grading will be based on performance, not personal appearance. The color guard commander must be the Ensign bearer.

* At the scheduled time, the Color Guard Commander will report the team to the event recorder. The color guard should be equipped and ready for the event, with the Colors still cased. Weapons must be non-operational, but handled as if capable of live firing. Points will be deducted for Colors without some form of casing.

* The event will consist of two exercises that color guards typically perform:

- * An outdoor parade, including eyes right.
- * An indoor presentation, including presenting, posting, and retiring colors.

EXERCISE 1: Simulated parade

Fall in at order Colors (Colors cased) at the edge of the drill area. When told to carry on, uncasing the Colors, and then march them on the route specified by the judges, wheeling as necessary, and dipping the organization flag when passing the reviewing stand. Countermarch and return to the reviewing stand, wheel to face the reviewing stand, and then halt.



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Color Guard (cont.): Four Cadets

EXERCISE 2: Indoor color guard event

Carrying on from where you halted in front of the reviewing stand, give proper commands for the color guard to carry out its duties as the following occur:

The judge will state, "Ladies and Gentlemen, please stand for the National Anthem." After a short pause, the judge will specify that the first notes of the National Anthem are being played.

The judge will announce that the last notes of the National Anthem have been played. The judge will then announce "POST THE COLORS". Flag stands will be provided by the reviewing stand. After posting the Colors, the color guard will then reform in front of the reviewing stand, standing at Parade Rest.

When ordered by the judge to "RETIRE THE COLORS", the color guard commander will give the orders necessary to retrieve the Colors, reform the color guard, then march off to the perimeter of the drill area, where they will halt and go to Order Colors.

Knockout Drill: All hands to participate

Standard drill commands will be given, with the cadets eliminated from the ranks as discrepancies are noted. Depending on the event schedule, knockout may be done by teams, with the final four members from each team to compete in the final round.

Line Handling: Five Cadets

Each of three legs will be run and timed separately, the scores, based on time, to be combined for an event total.

* First Leg: The team will run 50 feet to a hawser which they will move 50 feet further and properly coil down.

* Second Leg: After a 30 second rest, run the hawser to its original location and fake it down. It should consist of long faking in which the bights at each end slightly overlap each other, as shown in the Blue Jacket's Manual or Seaman's rate training manual.

* Third Leg: After a 30 second rest, run the hawser to the previous location and flemish it down.

Nautical Quiz: Five Cadets

The quiz consists of questions, worth 5 points each, geared to test the cadet's general knowledge of Naval history, traditions, terminology, military bearing, phonetic alphabet, and military time. Each question is based on either the BMR or LC orientation manual depending on type of cadets competing. The quiz will be administered in a quiet classroom setting. Rules: There will be NO outside help during this event. The proctors of the test and one staff member or division officer may be in the room. Only the test proctors will help with any questions from the cadets. The test proctor will separate the cadets within the classroom.

*Cadets caught talking to another cadet during the quiz will be considered cheating on both parts and will both be disqualified.



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Navy Train: Six Sea Cadets or Four League Cadets

Teams will move through a course for time. If one team member falls off, the team must stop and have that member get back on prior to proceeding.

Shuttle Relay: Eight Sea Cadets or Six League Cadets

Two lines will be placed on the floor at opposite ends of the court. Half of the team will be at one end and the other half will be at the other end. Each cadet will run one leg of the race while carrying a baton. Each cadet must hand off (NOT throw) the baton to the next runner when they cross one of the end lines. After a cadet has finished running they MUST sit down. The timer will stop the clock when the last team member has crossed the finish line, AND has sat down with baton in hand.

Signal Flags: Four Cadets

Two senders and two receivers will be given a set of Phonetic Letters and a message to be sent and received. The team must be able to recognize the signal flags, and their meanings.

Tug-O-War: To be determined by unit strength

Team sizes are based on the smallest unit and must include at least one female cadet per team. Cadets must keep their hands behind the tape on the lines, which are equidistant from the center line.