

Please note: Any Sea Cadet Officer/Instructor who speaks to Cadet participants *during any event* may cause disqualification of his unit from that event. This may be pointed out to the judges by anyone present.

ALL HANDS EVENTS-PARADE GROUND

PERSONNEL INSPECTION - MILITARY BEARING AND PROPER WEAR OF THE UNIFORM

PARTICIPATION:

1. All Cadets from all units shall stand inspection in the regulation Dungaree Uniform as contained in USNSCC Regulations, and as specified in the Plan of the Day.
2. All Cadets shall carry an authorized ID Card.
3. New Entry Cadets, not yet outfitted, shall stand inspection as a Fourth Rank, and shall be inspected for ID Cards and Hair Cuts only.
4. # of Cadets Present (_____)
of Cadets Enrolled (_____) = "Percent Present" _____

PROCEDURE:

1. Inspecting Officers are to judge the cadet in front of them regardless of size of unit.
2. Inspecting Officers shall gig for cause, not opinion and shall not gig a Cadet for Uniform discrepancies that are beyond the control of the Cadet. (i.e. obvious used Uniform, Pants too short, which cannot be let down any further etc.)
3. A writer attends each Inspecting Officer.
4. Upon completion of inspection all Units shall pass in review, then march off and prepare for the following event.

JUDGING:

1. Gigs shall be marked for infractions based on the Inspection sheet.
2. Scoring shall be as follows:

Divide: $\frac{\# \text{ of gigs } (\quad)}{\# \text{ of cadets inspected } (\quad)} = \text{"Inspection Score"}$

4.000-"Inspection Score"(_____) X "Percent Present"(_____) = Score

3. HIGHEST FINAL SCORE GIVES HIGHEST PLACING.

DISCREPANCIES (GIGS)

UNIFORMS _____

HATS/CAPS _____

INSIGNIA _____

HAIR _____

SHOES _____

ID CARDS _____

TOTAL _____

REGULATION DRILL - MILITARY DISCIPLINE

PARTICIPATION:

1. Units shall field a minimum of 15 cadets to participate. If less than 15 Cadets are present then 100% of the Unit's complement must participate in this drill event.
2. Drill Unit shall consist of three Squads of five Cadets, or as numbers permit plus a Guidon and LPO
3. All Drill Movements shall be selected from the Navy Drill and Ceremony Manual, (NAVMC 2691) or as amended OPNAV p 3403 and executed on a 50 x 70 foot parade ground.
4. There shall be no more than ten paces between each movement.
5. The LPO and the judge will each receive a copy of the same pre-prepared drill card. The Drill shall be carried out exactly as stated on the Drill card issued.
6. The commands that will be used, but not necessarily in this order, are:

FORWARD MARCH
HALT
COLUMN RIGHT AND LEFT
TO THE REAR MARCH
HALF STEP
MARK TIME
EYES RIGHT OR LEFT
READY FRONT
RIGHT AND LEFT FLANK

JUDGING:

Units shall earn from 10 to 40 points in each of the following:

Military Bearing
Unit Formation 10 points = passing
Appearance 20 points = average
Adherence to Exact Procedure 30 points = above average
LPO Performance 40 points = outstanding

Penalty Points shall be assessed as follows:

5 points Lateness, Delays from the Reporting In to the start of the Regulation Drill

5 points. For each individual error within the Unit
5 points For each violation of pace limits
10 points. For each incomplete movement by the Unit
10 points. For any unsportsmanlike behavior or interference

Each Unit receives 50 Participation Points.

REGULATION DRILL CARDS

DRILL CARD "A"

LPO REPORTS

FORWARD MARCH

COLUMN RIGHT

COLUMN RIGHT

RIGHT FLANK

LEFT FLANK

COLUMN LEFT

COLUMN LEFT

TO THE REAR

TO THE REAR

MARK TIME

FORWARD MARCH

COMUMN LEFT

COLUMN LEFT

EYES RIGHT

READY FRONT

HALT

REPORT DRILL COMPLETE

DRILL CARD "B"

LPO REPORTS

FORWARD MARCH

COLUMN RIGHT

TO THE REAR

TO THE REAR

COLUMN RIGHT

COLUMN LEFT

COLUMN LEFT

MARK TIME

FORWARD MARCH

RIGHT FLANK

LEFT FLANK

COLUMN LEFT

COLUMN LEFT

EYES RIGHT

READY FRONT

HALT

REPORT DRILL COMPLETE

DRILL CARD "C"

LPO REPORTS

FORWARD MARCH

COLUMN RIGHT

RIGHT FLANK

LEFT FLANK

COLUMN RIGHT

TO THE REAR

TO THE REAR

COLUMN LEFT

COLUMN LEFT

MARK TIME

FORWARD MARCH

COLUMN LEFT

COLUMN LEFT

EYES RIGHT

READY FRONT

HALT

REPORT DRILL
COMPLETE

KNOCKOUT DRILL - INDIVIDUAL KNOWLEDGE AND ATTENTION TO DETAIL UNDER STRESS

PARTICIPATION:

All Cadets from each Unit may participate.

PROCEDURE:

1. Total Cadets shall form a single Drill Unit.
2. Appropriate judges shall drill the Unit, giving commands taken from the Navy Drill and Ceremony Manual (NAVMC 2691)
3. After each command, Cadets eliminated shall quickly leave the field and the process shall continue until one Cadet remains.
4. The individual calling the commands will **not** say “by my command” prior to each command. “By my command” will only be required prior to the first command issued when changing to a new command issuer.
5. Cadets will not be eliminated if Rule #4 is not followed correctly.

JUDGING:

Cadets shall be eliminated by the Judges after each command, if they fail to properly execute the given command.

SCORING:

1. Fourth remaining Cadet shall be placed Fourth
2. Third last remaining Cadet shall be placed Third.
3. Second last remaining Cadet shall be placed Second.
4. Last Cadet remaining shall be placed First.

EQUIPMENT:

1. PA System

EXHIBITION DRILL WITH RIFLES

Exhibition Drill team must contain a minimum of six (6) Cadets. Parade Ground is 50 x 70 feet.

PROCEDURE:

1. Exhibition Drill content is limited solely by the ingenuity of the Unit presenting it. The emphasis is on Exhibition.
2. Team Uniforms and equipment shall comply with USNSCC Regulations.
3. Drill shall take no less than three (3) and no more than five (5) minutes from start to finish.
4. The Drill team shall always be presented to the judges at Competition.
5. The exhibition drill team must have a **minimum** of six (6) rifle moves.
6. Military bearing must be maintained at all times.

JUDGING:

1. The LPO shall report in to the Judge when called and ready to proceed.
2. The timing shall start when the first command is given to the Unit.
3. The timing shall end when the LPO reports "This completes – unit - Exhibition Drill Sir".

SCORING:

1. The Judges shall rate the Drill Performance giving 10, 20, 30, 40, 50 points for each of the following.

DIFFICULTY

UNIQUENESS

INGENUITY

PRECISION

2. The Judges shall gig for each of the following. Each gig shall count as five points.

IMPROPER UNIFORM

IMPROPER INDIVIDUAL MOVEMENT

IMPROPER UNIT EXECUTION OF A MOVEMENT

3. Outside time limits shall disqualify the team, producing a "NO SCORE"
4. Highest final score shall be highest placing.
5. Each Unit shall receive 50 Participation Points.
6. Score shall be the evaluation number plus Participation Points minus gigs.

EQUIPMENT:

Stopwatch

COLOR GUARD - CEREMONIAL PROCEDURES

Minimum Color Guard shall be two flag bearers, and two Guards with or without arms. Parade Ground is 50 x 70 feet.

PROCEDURE:

1. The National Flag carrier shall be the Guard Commander.
2. If more than two flags are carried the second flag shall be the USN Flag, third flag shall be any service flag, State of Florida Flag or the NSCC Flag.
3. Once having reported in and been given permission to proceed, the full drill shall be executed without breaks.
4. When completed the Drill Commander reports "This completes _____ unit ____ Drill Sir"
5. When executing the Drill there shall be no more than ten paces between movements.
6. The following sequence of movements shall be followed.
 - Carry COLORS
 - Forward MARCH
 - Counter MARCH
 - Left Turn MARCH
 - Right Turn MARCH
 - Colors HALT
 - Order COLORS
 - Parade REST
 - ATTENTION
 - Carry COLORS
 - Forward MARCH
 - Eyes RIGHT
 - Ready FRONT
 - Colors HALT
 - Present COLORS

JUDGING:

Each Unit shall receive 50 Participation Points.

Units shall earn from 10 to 40 points in each of the following.

Military Bearing

Unit Formation

Appearance

Adherence to exact procedure

Guard Commander Performance

FIRE FIGHTING - TEAM CO-OPERATION IN AN EMERGENCY MODE

PROCEDURE:

1. A team consists of five cadets.
2. Each team will receive two runs. If a run is stopped by the Judge due to personnel error or safety reasons that run may not be done again and will count as a completed run. If the run fails due to equipment failure the team may re-run at the discretion of the Event Judge.
3. At the signal to start, the team shall lay out four lengths of 50 ft, 1 ½ inch fire hose, couple it to a Hydrant, pressurize it and knock down a target set at a distance of 225 ft from the hydrant. **All cadets MUST be at the nozzle before the hydrant can be charged.**
4. At the line up for the start, hoses may be on the ground or carried, and should be folded.
5. The nozzle may not be connected prior to the start of time.
6. Each Hose length must be flaked into position, past the starting line, not dragged into position.
7. Coupling must be placed on the ground, not dropped.
8. Cadets must be in uniform, including boots.
9. Cadets may not touch their equipment, including hoses and couplings, until time has started.

JUDGING:

1. Each team is allowed two runs, and the event is run against the clock, with the best time used.
2. Penalties are assessed as follows:
5 seconds for each dropped coupling
5 seconds for each leaking coupling
5 seconds for each Cadet touching another's equipment before time begins.
3. Time stops when the target is knocked over.

SCORING:

Shortest time after Penalty adjustments shall be highest placed

EQUIPMENT:

1. Four 50' lengths of 1 ½" Fire Hose
2. One adjustable fog nozzle
3. One Hydrant Wrench
4. One Target
5. Two Stopwatches

LINE HEAVING - UNIT TRAINING AND INDIVIDUAL SKILLS

PROCEDURE:

1. A team consists of four Cadets.
2. Each Cadet will be allowed two throws.
3. The better of the two throws, measured in Feet and Inches shall score.
4. No practice throws are permitted. However Cadets in the "on deck" area are permitted to prepare the line and place a finger knot, at the scope of the line, 3 - 6 ft from the Ball.
5. Any form or style of throw is permitted provided that the Cadet's foot does not cross the chalk boundary line.
6. The Cadet must continue to keep hold of the Line until the monkey fist has landed.
7. A valid throw must pass between the Gate markers.
8. A monkey fist landing inside the boundary and then bouncing outside, shall be a valid throw and measured at the point of first impact.
9. A monkey fist landing outside the boundary lines and then landing inside, shall be judged as an invalid throw.
10. All measurements shall be taken at the first point of impact.
11. Changing the configuration of the provided Heaving Line in anyway, except as allowed in number four above, is not permitted, and is subject to disqualification of that throw.
12. The only Heaving Line permitted shall be the new issue, 100 ft line, with a rubber Monkey fist attached.
13. A line that stretches out in midair, and is in boundary, but then jerks back to fall short, shall be judged as a 100 ft throw.
14. Should more than one Cadet achieve the condition in #13 above, then the other of the two throws shall decide final placement.

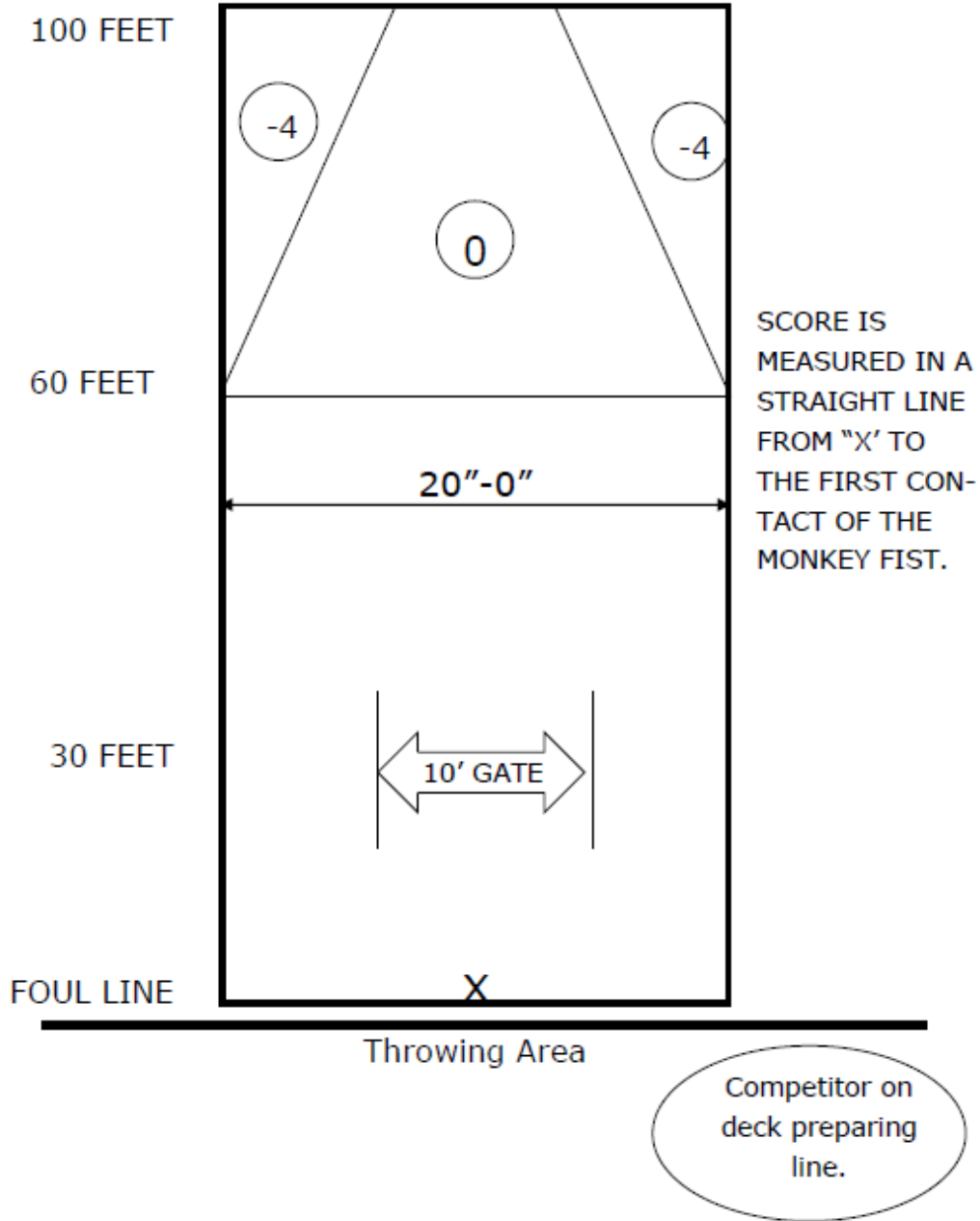
JUDGING:

The Longest Three Throws shall be placed highest in order.

EQUIPMENT:

1. 150' Fiberglass Tape or Measuring Device
2. Two Heaving Lines

LINE HEAVING



EXHIBITION DRILL WITHOUT RIFLES

Exhibition Drill team must contain a minimum of four (4) Cadets. Parade Ground is 50 x 70 feet.

PROCEDURE:

1. Exhibition Drill content is limited solely by the ingenuity of the Unit presenting it. The emphasis is on Exhibition.
2. Team Uniforms and equipment shall comply with USNSCC Regulations.
3. Drill shall take no less than three (3), and no more than five (5) minutes from start to finish.
4. The Drill team shall always be presented to the judges at Competition.
5. Military bearing must be maintained at all times.

JUDGING:

1. The LPO shall report in to the Judge when called and ready to proceed.
2. The timing shall start when the first command is given to the Unit.
3. The timing shall end when the LPO reports "This completes -- unit-- Exhibition Drill Sir".

SCORING:

1. The Judges shall rate the Drill Performance giving 10, 20, 30, 40, 50 points for each of the following.
DIFFICULTY
UNIQUENESS
INGENUITY
PRECISION
2. The Judges shall gig for each of the following. Each gig shall count as five points.

IMPROPER UNIFORM

IMPROPER INDIVIDUAL MOVEMENT

IMPROPER UNIT EXECUTION OF A MOVEMENT

3. Outside time limits shall disqualify the team, producing a "NO SCORE"
4. Highest final score shall be highest placing.
5. Each Unit receives 50 Participation Points.
6. Score shall be the evaluation number plus Participation Points minus gigs.

EQUIPMENT:

Stopwatch

STRETCHER RACE - DEMONSTRATING TEAM SPEED, SKILL & BASIC FIRST AID KNOWLEDGE

PROCEDURE:

1. A Team shall consist of Four Cadets.
2. The event requires that a team of four Cadets, pick up a Stokes stretcher and run 150 feet passing the stretcher and all four Cadets thru the window to pick up a patient. Upon arrival at the "patient" they will be told which leg to splint. The splinting will be done with Cadet's Belts. Patient will be placed on stretcher and carried back to starting line passing the stretcher and Cadets through the window in route.
3. After the run is completed, each team will be asked only one first aid question, posed by the Judge, to the whole team.
4. The "Patient" will be a 100 pound Rescue Dummy.
5. Cadets must be in uniform during this event. **Belts must be regulation cotton web, buckled and passed through all belt loops on their pants.**
6. Patient must be feet first coming back thru the port hole.

JUDGING:

1. One run only is allowed, and time starts when team is set in motion and stops when all four Team members have returned back through the window to the starting position.
2. During this time penalties for rough handling shall also be applied.
3. Actual Time plus any five second penalties assessed shall be final time.

SCORING:

Event is scored for time, and five second penalties are assessed as follows:

Stepping over or on the patient.

Rough Handling of the patient.

Poor support of the patient while loading into the stretcher.

Each time patient falls off stretcher.

Incorrect answer to first aid Medical Question.

Incorrect placement of the splint or belt retaining straps.

Shortest Final Time shall be highest placing.

EQUIPMENT:

1. Stokes Stretcher
2. "Window" device
3. Two Leg Splints
4. One "Oscar" 100 pound Dummy
5. One Stopwatch

First Aid Questions:

1. What are the ABC's of trauma resuscitation? Airway, Breathing, Circulation
2. What is the initial treatment for bleeding? Apply pressure to the site.
3. Why should the head, neck and shoulders be moved as a unit? To avoid injury to the spinal cord in case the patient's neck is broken.

AIR RIFLE MARKSMANSHIP

Team shall consist of Four Cadets.

PROCEDURE:

1. Sporter 177 caliber Air Rifle is used for this event.
2. Target is located 33 feet from safety line.
3. Muzzle of rifle can not cross over line.
4. Weapons must be pointed down range at all times.
5. Four targets will be set up side-by-side for each team.
6. Each cadet may fire into only one designated target.
7. Rifle actions will be kept open when not being loaded or fired.
8. Fingers will be off triggers until cadets are given the command to commence firing.
9. Practice round will consist of 5 rounds for each cadet.
10. The officer in charge of the competition will give the command for the cadets to load and make their weapons ready.
11. Judges will give the command to fire when ready.
12. After practice round, each cadet will fire 5 rounds per shooting position (ie prone, standing, and kneeling in that order) into target for event scoring.
13. Judge gives commands to retrieve targets.

JUDGING:

1. All four cadets' scores for all three shooting positions are added together.
2. Total score minus penalties is the final team score.
3. Highest scoring team wins.

SCORING:

Event is scored for points, and five to twenty point penalties are assessed as follows:

Foot/muzzle over safety line before given command to retrieve targets – 5 points.

More than 15 holes in a single target – 5 points deducted for each addition hole.

Weapons not pointed down range at all times – 10 points.

Firing weapon before given command to commence firing – 20 points.

EQUIPMENT:

1. Sporter 177 caliber Air Rifle
2. Safety lines (chalk, spray paint or rope)
3. 5 gallon buckets
4. Saucers for pellets
5. Pellets
6. Safety Glasses

KNOT TYING - SPEED, ACCURACY AND KNOWLEDGE

A team shall consist of four (4) Cadets from each Unit, and each Cadet shall have two runs through the assigned knots. The best timed run shall be the score. Knots shall be tied using ½" nylon rope. The ends shall be neatly trimmed and whipped.

PROCEDURE:

1. The Knots shall be as follows, done in order.

Square Knot

Bowline on the Body. (Bite must not slip down below the waist)

Bowline on the Bite

Sheep Shank. (weighted end of line must be not touching the ground)

Becket Bend

Rolling Hitch, (fully formed, top (load) lead taut.).

2. Each knot incorrectly tied or not attempted shall be given a ten second penalty.
3. Teams shall start together at the given signal, which starts the time.
4. They shall individually raise their hands to signal time to stop.
5. All Knots must be fully formed and SNUG. They do NOT have to be pulled tight.
6. From the time that a Cadet signals he has finished, until the 'judge has inspected ALL of that competitors knots, no cadet shall touch any knot. Violation will cause an automatic ten second time for that knot whether it is correct or not.

JUDGING:

1. The judge shall inspect each knot and pass or fail it. The judge may not "re-form" the knot presented.
2. He may inspect it for "holding" in the case of the Bowline on the Body, and the Sheep Shank, by gently tugging it.
3. The Judge's decision is final on each knot, and is not open to "interpretation".
4. Judges shall not use any "hidden Standards", i.e. their own pet ideas about Knots.

SCORING:

1. The run time plus any incorrect or failed knot penalties shall be the time for that run.
2. The best time calculated from either of the two runs from each Cadet shall be added to compute TEAM SCORE.
3. Shortest three such times shall be the placing teams in order.

EQUIPMENT:

1. Knot Tying Gantry
2. Four stopwatches

PHYSICAL TRAINING EVENTS

4 events with four different cadets competing in each event (total of 16 cadets).

Mile Run
Push-ups
Sit-ups
Pull-ups

PROCEDURE:

1. Each PT team event will consist of Four Cadets.
2. A cadet can not be on more than one PT team event.
3. Athletic shoes must be worn for mile run.
4. Push-ups must be performed with the back straight, head up, and knees together. Body is lowered to the ground by bending the elbows while keeping the body straight, until the chest touches the judge's fist on the ground. Then the body is pushed up, keeping the back straight, with elbows extended each time. You may only rest in the upright position. Only push-ups performed correctly will be counted. No time limit.
5. Sit-ups must be performed with the hands clasped behind the head, knees bent at approximately a 120-degree angle, with feet held on the ground by an assistant. Body is raised to an upright position until elbows touch knees, then body is lowered back to touch judge's fist on the ground. Rest allowed only in upright position. 2 minute time limit.
6. Pull-ups must be performed by first grasping the pull-up bar and hanging straight down. Palms away, at shoulder width. Chin is pulled over the bar. No swinging or bicycling of feet as chin is pulled over the bar. Cadet must extend elbows completely between pull-ups. No time limit.

JUDGING:

1. Run-First to pass finish line wins.
2. Push-ups, sit-ups, and pull-up must be performed correctly to count.

SCORING:

Each event will earn points for the top 5 performers:

1st place – 10 points
2nd place – 7 points
3rd place – 5 points
4th place – 3 points
5th place – 1 points

Team with highest points for each event will be the winner of that event. In the event that two teams have the same score, the team with the highest placing individual will be considered the winner of the team event.

EQUIPMENT:

Stopwatch
Pull-up bar
Mile Course