

# REBEL STORM DRILL MEET LETTER OF INSTRUCTION

01 November 2025

1. The Rebel Storm Drill Meet will be held at James F. Byrnes High School on Saturday, 01 November 2025. The purpose of the drill meet is to provide a competitive learning environment for first and second-year cadets as they command and drill and for upper level cadets as they run the drill meet and judge the events.
2. In the interest of continuity across the drill competition season, the Rebel Storm Drill meet will use the South Carolina State Championship Drill Meet (Top Gun) SOPs, plus an Unarmed Inspection competition.
3. The competition consists of regulation drill only, performed and commanded by first and second year cadets only. In order to maximize the opportunity for underclass cadets to gain competition experience, units may enter 2 teams in each event. Only the higher scoring team will be eligible to receive an award for that event. The events and required number of participants for each are listed below:
  - a. Flight/Platoon Unarmed (9-12 cadets plus commander in 3 elements/squads}
  - b. Element/Squad Unarmed (6 plus commander)
  - c. Color Guard (4)
  - d. Inspection Unarmed (9 plus commander)
  - e. Armed Flight/Platoon (9-12 cadets plus commander in 3 elements/squads}
  - f. Armed Element/Squad (6 plus commander)
  - g. Individual Armed (1 plus commander)
  - h. Knockout (all cadets should participate); does not count towards overall championship
4. Administration:
  - a. Registration: Register on-line [HERE](#)
  - b. Fees: The entry fee is \$100 per team and covers all events. Teams will receive an invoice for entry and meals upon registration. Make checks payable to "BHS." Details for credit card payment will be available on the invoice for teams wishing to pay by credit card.
  - c. Commanders & Judges Meetings: Separate commanders and judges meetings will be held at 0830 under the tent awning. JROTC instructors are allowed to attend both meetings.
  - d. Judges: Each school should evaluate and select their best upper level (third and fourth year) cadets with drill experience to serve as judges. Specific events will be assigned once each school identifies how many judges they can provide. Drill team instructors should allow cadets who will be judges to practice at their home unit, advising them on the importance of consistency and accuracy. Cadet judges must be very familiar with this document.

- e. Uniforms: The uniform worn by first- and second-year participants will be JROTC issue service dress uniform. The judges will wear the a camouflage combination or unit specific casual dress (i.e. unit golf shirt and khakis)
- f. Security: Each school is responsible for providing security for their own property, including drill rifles and equipment.
- g. Snack bar: The snack bar will open at 0730. Units may run a tab and pay at the end of the event.
- h. A pizza lunch with a soda and a variety of chips will be available for \$5.00 per cadet. Instructor meals are included in the registration fee.

## 5. Concept of Operations:

### a. Event Procedures:

- 1) Judging begins when the first cadet crosses the drill pad boundary inbound and ends when the last cadet crosses the drill pad boundary outbound.
- 2) Unit commanders may maneuver their units as they see fit to enter and leave the drill pad. Bearing and execution will be evaluated during the entry and exit, not specific maneuvers.
- 3) Asterisked commands require the commander to pause and wait for the head judge to give an "Up" before continuing to the next command.
- 4) For flight/platoon and element/squad, commanders will march with their units.
- 5) The unit will receive a score of zero for each command in which the commander does not march.
- 6) The sequence and appropriate commands must be committed to memory for all events except individual.
- 7) When reporting out, the expectation is for the commander and unit to be as close as possible to where they started.
- 8) Sabers and swords are not authorized for commanders.

### b. Reporting Statements

#### 1) Reporting In:

“Sir/Ma’am, [Unit], [High School], requests permission to use your drill area, Sir/Ma’am.”

#### 2) Reporting Out:

“Sir/Ma’am, this completes our routine.”

### c. Penalties:

- 1) For flight, element, and color guard there is a 5-point penalty per person for over- or understrength units. For the inspection event, missing cadets will be given zero scores.
- 2) Cadence will not be verbalized. If it is, 10 points will be deducted per occurrence.
- 3) Crossing a boundary is 10-point penalty per occurrence.
- 4) Using additional commands is 5-point penalty per occurrence.

- d. Sequence of Events: Events will be going on at the same time with the first event starting at 0840. The drill meet, to include knockout and presentation of awards, will be complete by approximately 1215 so drill teams will find that their events may be scheduled in rapid succession. A team that is more than three minutes late for an event may be disqualified from that event.
- e. Drill Pad Dimensions: All drill pads will be marked with cones. Adjacent drill pads will use different colored cones to help prevent confusion. If there are any questions on the specific competition space, the event commander should address the head judge. Drill pad diagrams are at Attachment 10.

6. Scoring & Awards:

- a. The overall champion drill team will be the team that has earned the most total points based on the following scoring system for each event:
  - 1) First Place    4 Points
  - 2) Second Place       3 Points
  - 3) Third Place        2 Points
- b. In case of an event tie, the team with the fewest penalties will be placed higher.
- c. If both teams have no penalties or an equal number, the team with the most 5s will be placed higher.
- d. In case of a tie for overall first, second or third places, the inspection event score will serve as the tiebreaker. If there is still a tie, flight/platoon, element/squad, color guard and individual will be used, in that order, until the tie is broken.
- e. Trophies are awarded for first, second and third place in all team events. Medals will be awarded to the first, second and third place winners of the individual and knockout events. Trophies will be awarded to the overall champion of the drill meet as well as second and third places.

9 Attachments:

- 1. Inspection Instructions
- 2. Inspection Score Sheet
- 3. Unarmed Flight/Platoon Score Sheet
- 4. Unarmed Element/Squad Score Sheet
- 5. Color Guard Score Sheet

6. Armed Individual Score Sheet
7. Armed Flight/Platoon Score Sheet
8. Armed Element/Squad Score Sheet
9. Drill pad dimensions

### **Inspection Unarmed Instructions**

A list of possible questions is provided at the end of this page. The same list will be used by the judges, so there will be no surprise or trick questions. All cadets must answer uniformly if they do not know the answer to a question (e.g., "Sir/Ma'am, this cadet does not know the answer at this time.")

Keep in mind that bearing will be graded. The head judge will not ask the inspection team commander to accompany him/her in the inspection.

After entering the inspection area, the cadet commander will:

1. March the team into position near the head judge.
2. Report-in
3. Perform "open ranks"

The head judge will begin the inspection with the commander. (The head judge inspects the commander and 1" element; the other two judges inspect one element each.) Upon completion of the inspection, the head judge will inform the commander that the inspection is complete. The commander will then:

4. Report-out
5. Perform "close ranks"
6. March the team out of the drill area in the most direct means available.

### **QUESTIONS**

1. What rank is before/after (pick a rank)?
2. What ranks are considered Senior NCO ranks?
3. When The Colors are displayed on a wall, where should the field of blue be positioned?
4. Who is the United States Secretary of Defense?
5. When are salutes rendered (performed) while indoors?
6. When was the United States Air Force founded?
7. Where is the United States Naval Academy located?
8. What is the motto of the United States Army?
9. Where is the Marine Corps Memorial located?
10. How far apart should a cadet's feet be apart when standing at parade rest?
11. What are the first 10 amendments to the United States Constitution known as?
12. When marching at quick time, what is the proper number of steps per minute?
13. What is the highest enlisted position in the Air Force / Army / Navy / Marine Corps?  
(Service of cadet being inspected)

Attachment 1

School Name: \_ Judge Name: \_\_\_\_\_

	Command	Points Awarded
1	Entering Drill Area	
2	Report-in	
3	Open Ranks	
4	Ready Front	
5	Report-out	
6	Close Ranks	

**GRADING SCALE**

5 - Outstanding

4 - Excellent

3- Good

2- Fair

1 -Poor

0 - Unsatisfactory or omitted

	A	B	Q1	Q2	Q3
Commander					
Cadet 1					
Cadet 2					
Cadet 3					

A = Appearance

B =Bearing

Q =Question

1. What rank is before/after (pick a rank)?
2. What ranks are considered Senior NCO or Petty Officer ranks?
3. When The Colors are displayed on a wall, where should the field of blue be positioned?
4. Who is the United States Secretary of Defense?
5. When are salutes rendered (performed) while indoors?
6. When was the United States Air Force or United States Navy founded?
7. Where is the United States Naval Academy located?
8. What is the motto of the United States Army?
9. Where is the Marine Corps Memorial located?
10. How far apart should a cadet's feet be apart when standing at parade rest?
11. What are the first 10 amendments to the United States Constitution known as?
12. When marching at quick time, what is the proper number of steps per minute?
13. What is the highest enlisted position in the Air Force / Army / Navy / Marine Corps?  
(Service of cadet being inspected)

Boundary Violation: -10 per occurrence      Additional Command: -5 per occurrence

10    20    30    40    50    60    5    10    15    20    25    30

Calling Cadence: -10 per occurrence      Over / Under Strength: -5 per individual

10    20    30    40    50    60    5    10    15    20    25    30

**TOTAL PENALTY POINTS:** \_\_\_\_\_

## **Attachment 2**

# FLIGHT/PLATOON SCORE SHEET (UNARMED) POSSIBLE POINTS: 250

**SCHOOL:** \_\_\_\_\_ **(this sequence must be memorized)**

## GRADED EVENT

## POSSIBLE POINTS

Reporting In (at Present Arms)	0	2	4	6	8	10	_____
Order Arms	0	2	4	6	8	10	_____
Left Face	0	2	4	6	8	10	_____
About Face	0	2	4	6	8	10	_____
Forward March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Right March	0	2	4	6	8	10	_____
Column Half Right March	0	2	4	6	8	10	_____
Column Half Left March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Rear March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Left Flank March	0	2	4	6	8	10	_____
Right Flank March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Column Left March	0	2	4	6	8	10	_____
Counter Column March	0	2	4	6	8	10	_____
Halt	0	2	4	6	8	10	_____
Left Face	0	2	4	6	8	10	_____
Left Step March	0	2	4	6	8	10	_____
Halt	0	2	4	6	8	10	_____
Right Step March	0	2	4	6	8	10	_____
Halt	0	2	4	6	8	10	_____
Present Arms(report out)	0	2	4	6	8	10	_____
Flight/Platoon's Overall Appearance	0	2	4	6	8	10	_____

**JUDGE'S NAME:** \_\_\_\_\_

Boundary Violation: -10 per occurrence      Additional Command: -5 per occurrence

10    20    30    40    50    60    5    10    15    20    25    30

Calling Cadence: -10 per occurrence      Over / Under Strength: -5 per individual

10    20    30    40    50    60    5    10    15    20    25    30

**TOTAL PENALTY POINTS:** \_\_\_\_\_

**Attachment 3**

**ELEMENT/SQUAD SCORE SHEET (UNARMED) --POSSIBLE POINTS: 130**

**SCHOOL:** \_\_\_\_\_ **(this sequence must be memorized)**

<b>GRADED EVENT</b>	<b>POSSIBLE POINTS</b>					
Reporting in (at Present Arms)	0	1	2	3	4	5
	_____					
Order Arms	0	1	2	3	4	5
	_____					
Dress Right Dress	0	1	2	3	4	5
	_____					
Ready Front	0	1	2	3	4	5
	_____					
About Face	0	1	2	3	4	5
	_____					
Left Face	0	1	2	3	4	5
	_____					
Forward March	0	1	2	3	4	5
	_____					
Column Right March	0	1	2	3	4	5
	_____					
Column Right March	0	1	2	3	4	5
	_____					
Column Half Right March	0	1	2	3	4	5
	_____					
Column Half Left March	0	1	2	3	4	5
	_____					
Rear March	0	1	2	3	4	5
	_____					
Rear March	0	1	2	3	4	5
	_____					
Left Flank March	0	1	2	3	4	5
	_____					
Right Flank March	0	1	2	3	4	5
	_____					
Column Right March	0	1	2	3	4	5
	_____					
Column Right March	0	1	2	3	4	5
	_____					



Halt	0	1	2	3	4	5
	_____					
Left Face	0	1	2	3	4	5
	_____					
Left Step March	0	1	2	3	4	5
	_____					
Halt	0	1	2	3	4	5
	_____					
Right Step March	0	1	2	3	4	5
	_____					
Halt	0	1	2	3	4	5
	_____					
Present Arms (report out)	0	1	2	3	4	5
	_____					
Element/Squad's Overall Appearance	0	2	4	6	8	10
	_____					

**JUDGE'S NAME:** \_\_\_\_\_

Boundary Violation: -10 per occurrence      Additional Command: -5 per occurrence

10    20    30    40    50    60    5    10    15    20    25    30

Calling Cadence: -10 per occurrence      Over / Under Strength: -5 per individual

10    20    30    40    50    60    5    10    15    20    25    30

**TOTAL PENALTY POINTS:** \_\_\_\_\_

#### **Attachment 4**

### **COLOR GUARD SCORE SHEET -- POSSIBLE POINTS: 145**

**SCHOOL:** \_\_\_\_\_ (this sequence must be memorized)

#### **GRADED EVENT**

#### **POSSIBLE POINTS**

Order Colors	0	1	2	3	4	5
	_____					
Present Colors	0	1	2	3	4	5
	_____					
Report In	0	1	2	3	4	5
	_____					
Order Colors	0	1	2	3	4	5
	_____					

Parade Rest	0	1	2	3	4	5
	<hr/>					
Attention	0	1	2	3	4	5
	<hr/>					
Carry Colors	0	1	2	3	4	5
	<hr/>					
Counter March	0	1	2	3	4	5
	<hr/>					
Forward March	0	1	2	3	4	5
	<hr/>					
Left Turn	0	1	2	3	4	5
	<hr/>					
Forward March	0	1	2	3	4	5
	<hr/>					
Counter March	0	1	2	3	4	5
	<hr/>					
Forward March	0	1	2	3	4	5
	<hr/>					
Eyes Right	0	1	2	3	4	5
	<hr/>					
Ready Front	0	1	2	3	4	5
	<hr/>					
Counter March	0	1	2	3	4	5
	<hr/>					
Forward March	0	1	2	3	4	5
	<hr/>					
Right Turn	0	1	2	3	4	5
	<hr/>					
Right Turn	0	1	2	3	4	5
	<hr/>					
Forward March	0	1	2	3	4	5
	<hr/>					
Counter March	0	1	2	3	4	5
	<hr/>					
Forward March	0	1	2	3	4	5
	<hr/>					
Left Turn	0	1	2	3	4	5
	<hr/>					

Forward March	0	1	2	3	4	5
	_____					
Mark Time	0	1	2	3	4	5
	_____					
Halt (in front of Head Judge)	0	1	2	3	4	5
	_____					
Order Colors	0	1	2	3	4	5
	_____					
Carry Colors (Army Units) — not rated						
Present Colors	0	1	2	3	4	5
	_____					
Report Out	0	1	2	3	4	5
	_____					

**JUDGE'S NAME:** \_\_\_\_\_

**Boundary Violation: -10 per occurrence Additional Command: -5 per occurrence**

10    20    30    40    50    60    5    10    15    20    25    30

**Calling Cadence: -10 per occurrence      Over / Under Strength: -5 per individual**

10    20    30    40    50    60    5    10    15    20    25    30

**TOTAL PENALTY POINTS:** \_\_\_\_\_

#### **Attachment 5**

### **ARMED REGULATION INDIVIDUAL SCORE SHEET      POSSIBLE POINTS: 80**

**UNIT:** \_\_\_\_\_

**INDIVIDUAL:** \_\_\_\_\_

**GRADED EVENT**

**POSSIBLE POINTS**

Report to Head Judge	0	1	2	3	4
	_____				

<b>INSPECTION</b>	<b>POSSIBLE POINTS</b>	<b>POINTS</b>
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Uniform	0	1	2	3	4
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Shined Footgear	0	1	2	3	4
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Hair	0	1	2	3	4
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<b>DRILL SEQUENCE</b>	<b>POSSIBLE POINTS</b>	<b>POINTS</b>
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Port Arms	0	1	2	3	4	
Right Shoulder Arms	0	1	2	3	4	
Left Shoulder Arms	0	1	2	3	4	
Order Arms	0	1	2	3	4	
Right Face	0	1	2	3	4	
Left Face	0	1	2	3	4	
About Face	0	1	2	3	4	
Right Shoulder Arms	0	1	2	3	4	
Forward March	0	1	2	3	4	
Left Flank March	0	1	2	3	4	
Rear March	0	1	2	3	4	
Left Shoulder Arms	0	1	2	3	4	
Right Flank March	0	1	2	3	4	
Halt	0	1	2	3	4	
Present Arms	0	1	2	3	4	
Reporting Out	0	1	2	3	4	

**JUDGE'S NAME:** \_\_\_\_\_

Boundary Violation: -10 per occurrence      Additional Command: -5 per occurrence

10    20    30    40    50    60    5    10    15    20    25    30

Calling Cadence: -10 per occurrence      Over / Under Strength: -5 per individual

10    20    30    40    50    60    5    10    15    20    25    30

**TOTAL PENALTY POINTS:** \_\_\_\_\_

## Attachment 6

### ARMED REGULATION FLIGHT SCORE SHEET POSSIBLE POINTS 250

**SCHOOL:** \_\_\_\_\_ (this sequence must be memorized)

#### GRADED EVENT

#### POSSIBLE POINTS

Reporting In (at Present Arms)	0	2	4	6	8	10	_____
Order Arms	0	2	4	6	8	10	_____
Parade Rest	0	2	4	6	8	10	_____

0      1      2      3      4      5

Order Arms	0	1	2	3	4	5
Right Shoulder Arms	0	1	2	3	4	5
Left Shoulder Arms	0	1	2	3	4	5
Order Arms	0	1	2	3	4	5
Parade Rest	0	1	2	3	4	5
Attention	0	1	2	3	4	5
Left Face	0	1	2	3	4	5
About Face	0	1	2	3	4	5
Port Arms	0	1	2	3	4	5
Forward March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Rear March	0	1	2	3	4	5
Right Shoulder Arms	0	1	2	3	4	5
Rear March	0	1	2	3	4	5
Column Half Right March	0	1	2	3	4	5
Column Half Left March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Column Right March	0	1	2	3	4	5
Halt	0	1	2	3	4	5
Order Arms	0	1	2	3	4	5
Left Face	0	1	2	3	4	5
Report Out (at present arms)	0	1	2	3	4	5
Element/Squad's Overall Appearance	0	2	4	6	8	10

**JUDGE'S NAME** \_\_\_\_\_

Boundary Violation: -10 per occurrence      Additional Command: -5 per occurrence  
10    20    30    40    50    60    5    10    15    20    25    30

Calling Cadence: -10 per occurrence      Over / Under Strength: -5 per individual  
10    20    30    40    50    60    5    10    15    20    25    30

**TOTAL PENALTY POINTS:** \_\_\_\_\_

## **Attachment 8**

Drill Pad Sizes:

Platoon / Flight	100' X 100'
Squad / Element	100' X 80'

Color Guard	50' X 50'
Regulation Individual	50' X 30'
Open Ranks	50' X 30'