

# 2023 AFROTC DETACHMENT 847 DRILL MEET STANDARD OPERATING PROCEDURE (SOP)



Date: 3 April 2023

Time: 0700-1730

Location: Angelo State University  
2601 W. Avenue N San Angelo, TX 76909

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## SECTION 1—OVERVIEW

**PURPOSE:** The purpose of ASU's AFROTC Detachment 847 Annual Drill Meet is to provide JROTC units with the opportunity to compete against other JROTC units from around the state, visit ASU and our detachment, interact with college cadets, instructors, and military personnel, and earn individual and team awards to bring home to their units.

**FEES:** We will be waiving all registration fees!

**INCLEMENT WEATHER:** In the event of inclement weather, all events will be held in the Junell Center.

**EMERGENCY CONTACTS:** In case of emergency, call 911 or contact ASU PD at 325-942-2071

### POINTS OF CONTACT:

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## SECTION 2—EVENTS AND GENERAL COMPETITION GUIDELINES

### EVENTS

- a. Unarmed Drill
  - 1. Regulation
  - 2. Exhibition
- b. Armed Drill
  - 1. Regulation
  - 2. Exhibition
- c. Color guard
- d. Individual Armed Exhibition
- e. Warrior Challenge (mixed)
- f. Knockout Drill

### GENERAL COMPETITION GUIDELINES

- a. Drill Manuals. All drill will be judged in accordance with Air Force Manual 36-2203 with the following exceptions:
  - 1. The manual of arms for armed drill will be judged in accordance with U.S. Army Training Circular 3-21.5
  - 2. All color guard drill, with the exception of the Air Force 24-inch step, will be judged in accordance with U.S. Army Training Circular 3-21.5
  - 3. Terms such as “Team” or “Drill Team” may be substituted for “Flight” or “Platoon” in regulation drill events.
- b. Scoring for armed drill, unarmed drill, exhibition, and solo events begins when the commander has reported-in and will end when the commander has reported-out. Color Guard scoring will also include the uncasing of the colors.
- c. Judging. Judges are volunteer Goodfellow AFB personnel. Any issues about judging will be brought to the attention of your ASU cadet sponsor. At no time during the competition should a judge be approached by any cadet, instructor, parent, or other person from the competing schools. All judges’ decisions will be final.
- d. Reporting Statements. Reporting statements for all drill events must contain at a minimum the school name and must request permission to use the drill area. Other items may certainly be mentioned but are not required. The verbiage of the report out is left up to the unit but it must make clear the unit has completed their performance.

- e. **Team Composition.** The teams can consist of all males, all females or coed with the exception of the Warrior Challenge event. For the Warrior Challenge event, your team must consist of four members with at least one female competing.

## SECTION 3—SCORING AND AWARDS

### SCORE SHEETS/TEAM SCORING

- a. Runners. As each team finishes a phase of competition, the score sheets will be collected by the runners for that area
- b. Scoring HQ. All score sheets will be taken here for tabulation and to be entered into the award tracking matrix. This room will be off limits for any team member, coach, or parent to ensure fairness of scoring.
- c. Score sheets. By request, final score sheets for events can be sent to the school after the completion of the drill meet.
- d. Each school will be allowed to compete multiple teams for each event; *however*, the school's team that will count towards the points for the award will be that which receives the highest score. The only exception to this is armed individual/tandem in which multiple teams from the same school will be able to win trophies if they are the highest scoring in the category

### AWARDS

- a. Awards for each event will be as follows:

Unarmed Regulation	First, Second, and Third
Unarmed Exhibition	First, Second, and Third
Unarmed Overall *	First
Armed Regulation	First, Second, and Third
Armed Exhibition	First, Second, and Third
Armed Overall **	First
Color Guard	First, Second, and Third
Warrior Challenge	First, Second, and Third
Armed Individual	First, Second, and Third
Knockout Drill	First
Overall ***	First, Second, and Third

\* To determine placement for the award, scores from each of the Unarmed categories (Regulation, and exhibition) will be added up together. The school with the most total points will receive the award.

\*\* To determine placement for the award, scores from each of the Armed categories (Regulation, and exhibition) will be added up together. The school with the most total points will receive the award.

\*\*\* To determine placement for the award, the scores from Unarmed regulation, unarmed exhibition, Armed regulation, armed exhibition, warrior challenge, and the highest scoring color guard entered by the school will be added together. The schools with the most total points will receive the awards.

- b. The awards ceremony will be held at 1700 in the Junell Center
- c. Schools who do not stay for the awards ceremony may make arrangements for another school to collect their awards or they will be mailed to them at a later date.

## **TIE BREAKING CRITERIA**

### a. DRILL PHASE:

1. Least Number of Penalty Points
2. Highest Head Judge Score
3. Highest Commander Score
4. Highest Total Judges Score *excluding* the Head Judge

### b. WARRIOR CHALLENGE

1. Highest Team Push-up Score
2. Highest Team Sit-up Score
3. Highest Team Run Time Score

## SECTION 4—UNARMED REGULATION PHASE

**TEAM COMPOSITION.** A team must consist of a minimum of 10 members. The 10 members must consist of a team commander and nine cadets. There is no maximum number.

**UNARMED PREPARATION AREA.** Teams will report to the designated drill pad when they are scheduled to do so. Teams will fall in outside of the drill area once they have completed inspection phase and wait for the judges to be ready for them, then proceed as directed by the head judge.

**UNARMED DRILL AREA.** The unarmed phases will be outside on a concrete or asphalt surface. The regulation area will measure 75' x 75'. Teams will be penalized for breaking boundaries.

**UNARMED REGULATION PROCEDURES.** The drill sequence must be committed to memory. Missed or additional commands will result in a penalty. Upon direction of the head judge, the team commander will march the team forward and halt centered on the head judge. Face the team towards the judge and report in with all members at Present Arms and give the reporting statement. Grading does not begin until this point. There is no time limit for the regulation drill phase. At the conclusion of the sequence, the team commander will report out to the Head Judge. The grading will cease when the team commander completes the reporting out statement. The Head Judge will then direct the team commander to move the team from the area. The team commander will exit the team through the opposite end of the area from which they entered.

## UNARMED REGULATION ROUTINE.

<i>Zero for omitted items.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>	<i>Movement (5 pts each)</i>	<i>Score</i>
<b>Team Enters and Reports in</b>	<b>Scored Below</b>	27. To the Rear, March	
1. Dress Right Dress		27a. Flight Halt	
2. Ready Front		28. Column of Files from the right/Forward March	
3. Parade Rest		28a. Flight Halt	
4. Flight Attention		29. Column of Threes to the Left March	
5. Present Arms		30. Column Left March/Forward March	
6. Order Arms		31. Double Time, March	
7. Right Face		32. Quick Time March	
8. Count Off		33. Column Left March/Forward March	
9. Close March		34. Close March/Extend March	
10. Extend March		35. Change Step March	
11. Left Face		35a. Flight Halt	
12. Open Ranks March/Ready Front		36. Column Left March/Forward March	
13. Close Ranks March		37. Column ½ Left March	
14. Left Step March		38. Column ½ Left March	
15. Flight Halt		39. To the Rear March	
16. Left Face		40. To the Rear March/Flight Halt	
17. Right Step March		41. Forward March/Eyes Right	
17a. Flight Halt		42. Ready Front	
18. Four Steps Forward March		43. Column Left March/Forward March	
19. About Face		44. Column Left March/Forward March	
19a. Forward March		44a. Flight Halt	
20. Column Right March/Forward March		45. Forward March	
21. Column Right March/Forward March		46. To the Rear March	
22. Column Right March/Forward March		47. To the Rear March	
23. Left Flank March		48. Half Step March	
24. Right Flank March		48a. Forward March	
24a. Flight Halt		49. Left Flank March	
25. Column Left March/Forward March		50. Change Step March	
26. To the Rear March		50a. Flight Halt	
		<b>Report Out and Exit</b>	<b>Scored Below</b>

## SECTION 5—UNARMED EXHIBITION PHASE

**TEAM COMPOSITION.** A team must consist of a minimum of 10 members. The 10 members must consist of a team commander and nine cadets. There is no maximum number.

**PREPERATION AREA.** Teams will report to the designated drill pad when they are scheduled to do so. Teams will fall in outside of the drill area and wait for the judges to be ready for them, then proceed as directed by the head judge.

**DRILL AREA.** The unarmed phases will be outside on a concrete or asphalt surface. The boundaries for this phase will measure 75' x 75'.

**UNARMED EXHIBITION PROCEDURES.** The team can execute any movement they may have, centered on the Head Judge to report in. The team commander will render the appropriate salute when reporting in. When reporting in for exhibition phase, units may create a unique reporting statement. (It must be tasteful and of military fashion.) Timing and judging will begin at this time. The Head Judge will then direct the team commander to execute the drill phase. There are no restrictions on the types of movements a team performs for its drill routine; however, precision, originality, and difficulty are among the criteria used for grading. The minimum time limit is 6 minutes and 30 seconds. The maximum time limit is 7 minutes and 30 seconds. A penalty will be deducted from the exhibition drill phase score for each second under or over these time limits. A penalty will also be deducted for excessive clapping. Grading and timing will cease when the team commander renders the salute to report out. The team or team commander need not be in any specific position in the area in order to report out. No matter what the position of the team commander or team may be, the head judge will acknowledge the report out by returning the team commander's salute. The head judge will then direct the team commander to move the team from the drill area.

### UNARMED EXHIBITION SCORE SHEET:

Judge:			
School:			
All Movements Scored on a scale of 1 -10. Command point range from 1-10 per category.			
Unarmed Exhibition	Points	Unarmed Exhibition	Points
1. Reporting In		<b>Commander's Actions</b>	
2. Variety of Movements		1.Command Voice	
3. Precision		2.Military Bearing	
4. Originality		3.Positioning	
5. Choreography		<b>COMMAND PTS (30 PTS POSSIBLE)</b>	
6. Appearance			
7. Use of Drill Area		<b>TOTAL PTS (130 POSSIBLE)</b>	
8. Degree of Difficulty			
9. Reporting Out		Boundary Violation (Minus 10 pts/ea)	
10. Overall Impression			
<b>SEQUENCE PTS (100 PTS POSSIBLE)</b>		<b>FINAL TOTAL</b>	

## SECTION 6—ARMED REGULATION PHASE

**TEAM COMPOSITION.** A team must consist of a minimum of 10 members. The 10 members must consist of a team commander and nine cadets. There is no maximum number.

**ARMED PREPARATION AREA.** Teams will report to the designated drill pad when they are scheduled to do so. Teams will fall in outside of the drill area once they have completed inspection phase and wait for the judges to be ready for them, then proceed as directed by the head judge.

**ARMED DRILL AREA.** The armed phases will be outside on a concrete or asphalt surface. The regulation area will measure 75' x 75'. Teams will be penalized for breaking boundaries.

**ARMED REGULATION PROCEDURES.** The drill sequence must be committed to memory. Missed or additional commands will result in a penalty. Upon direction of the head judge, the team commander will march the team forward and halt centered on the head judge. Face the team towards the judge and report in with all members at Present Arms and give the reporting statement. Grading does not begin until this point. There is no time limit for the regulation drill phase. At the conclusion of the sequence the team commander will report out to the Head Judge. The grading will cease when the team commander completes the reporting out statement. The Head Judge will then direct the team commander to move the team from the area. The team commander will exit the team through the opposite end of the area from which they entered.

**WEAPON REGULATIONS:** Teams may utilize any rifle regardless of weight. The drill rifle **MUST** be rendered unfireable by either leading the barrel or removing/maintain no firing pins.

**CADET COMMANDER REGULATIONS:** All armed competition cadet commanders must carry a rifle, saber, or sword. When a commander chooses to use a saber or sword, it is not permitted for this weapon to leave the commander's hand at any time upon entering the drill floor.

## ARMED REGULATION ROUTINE

<i>Zero for omitted items.</i>			
<i>Movement (5 pts each)</i>	<i>Score</i>		
<b>Team Enters and Reports in</b>	<b>Scored Below</b>	25. Column Left March/Forward March	
1. Inspection Arms		26. To the Rear March	
2. Ready, Port Arms (or Port Arms)		27. To the Rear March	
3. Order Arms		27a. Flight Halt	
4. Dress Right Dress		28. Port Arms	
5. Ready Front		29. Column of Files from the Right, Forward March	
6. Parade Rest		29a. Flight Halt	
7. Flight, Attention		30. Column of Threes to the Left, March	
8. 15-Count Manual Arms**		31. Column Left March/Forward March	
9. Right, Face/Count, Off		32. Double Time March	
10. Close March		33. Quick Time March	
11. Extend March/Left Face		34. Column Left March/Forward March	
12. Open Ranks March (Ready Front)		35. Right Shoulder Arms	
13. Close Ranks March		35a. Flight Halt	
14. Left Step March		36. Column Left March/Forward March	
15. Flight Halt		37. Column 1/2 Left March	
16. Left Face		38. Column 1/2 Left March	
17. Right Step March		39. To the Rear March	
17a. Flight Halt		40. To the Rear March/Flight Halt	
18. About Face		41. Forward March/Eyes Right	
19. Right Shoulder Arms		42. Ready Front	
19a. Forward March		43. Column Left March/Forward March	
20. Column Right March/Forward March		44. Left Shoulder Arms	
21. Column Right March/Forward March		45. Column Left March/Forward March	
22. Column Right March/Forward March		46. Change Step March	
23. Left Flank March		47. Left Flank March	
24. Right Flank March		47a. Flight Halt	
24a. Flight Halt		<b>Report Out and Exit</b>	<i>Scored Below</i>

\*\*consists of: *order, right shoulder, left shoulder, present, order arms* (US Army TC 3-21.5, pg.4-10)

## SECTION 7—ARMED EXHIBITION PHASE

**TEAM COMPOSTITION.** A team must consist of a minimum of 10 members. The 10 members must consist of a team commander and nine cadets. There is no maximum number.

**PREPERATION AREA.** Teams will report to the designated drill pad when they are scheduled to do so. Teams will fall in outside of the drill area and wait for the judges to be ready for them, then proceed as directed by the head judge.

**DRILL AREA.** The armed phases will be outside on a concrete or asphalt surface. The boundaries for this phase will measure 75' x 75'.

Judge:			
School:			
All Movements Scored on a scale of 1 -10. Command point range from 1-10 per category.			
Armed Exhibition	Points	Armed Exhibition	Points
1. Reporting In		<b>Commander's Actions</b>	
2. Variety of Movements		1.Command Voice	
3. Precision		2.Military Bearing	
4. Originality		3.Positioning	
5. Choreography		<b>COMMAND PTS (30 PTS POSSIBLE)</b>	
6. Appearance			
7. Use of Drill Area		<b>TOTAL PTS (130 POSSIBLE)</b>	
8. Degree of Difficulty		Dropped Equipment (Minus 10 pts/ea)	
9. Reporting Out		Boundary Violation (Minus 10 pts/ea)	
10. Overall Impression			
<b>SEQUENCE PTS (100 PTS POSSIBLE)</b>		<b>FINAL TOTAL</b>	

**ARMED EXHIBITION PROCEDURES.** The team can execute any movement they may have, centered on the Head Judge to report in. The team commander will render the appropriate salute when reporting in. When reporting it for exhibition phase, units may create a unique reporting statement. (It must be tasteful and of military fashion.) Timing and judging will begin at this time. The Head Judge will then direct the team commander to execute the drill phase. There will be a penalty for every boundary violation. Taping of rifle slings is permitted during the exhibition drill phase. The uses of bayonets, blank ammunition, and/or pyrotechnics are restricted from all areas of competition. Standing on rifles at any point is not allowed. Shouldering of any weapon at any time during the meet **WILL** result in team disqualification. A penalty will be assessed for each piece of dropped equipment. There are no restrictions on the types of movements a team performs for its drill routine; however, precision, originality, and difficulty are among the criteria used for grading. The minimum time limit is 6 minutes and 30 seconds. The maximum time limit is 7 minutes and 30 seconds. A penalty of one point will be deducted from the exhibition drill phase score for each second under or over these time limits. Grading and timing will cease when the team commander renders the salute to report out. The team or team commander need not be in any specific position in the area in order to report out. No matter what the position of the team commander or team may be, the Head Judge will acknowledge the report out by returning the team commander's salute. The head judge will then direct the team commander to move the team from the drill phase area.

## SECTION 8—COLORGUARD PHASE

**TEAM COMPOSITION.** Each school may enter no more than two teams in the color guard category. Teams may be of any composition of males, and/or females. All teams are required to have four members with two cadets bearing arms and two bearing flags. The National Colors will be the American Flag with a state, service, or other appropriate flag used as the second color.

**PREPERATION AREA.** Teams will report to the designated drill pad when they are scheduled to do so. Teams will fall in outside of the drill area and wait for the judges to be ready for them, then proceed as directed by the head judge.

**COLOR GUARD AREA.** The Color Guard phase will be outside on a concrete or asphalt surface. The Color Guard drill area will measure 50' x 50'.

**COLOR GUARD PROCEDURES.** Upon direction of the head judge, the color guard will enter the drill pad and execute uncased colors (this may be done at any point on the drill pad.) Once uncased, the team commander will march the team forward and halt centered on, and facing the head judge and report in. The sequence must be committed to memory. Missed or additional commands will result in a penalty. Exhibition drill maneuvers will not be allowed in the Color Guard competition. Teams are expected to abide by the drill sequence and perform all maneuvers in regulation style.

## COLOR GUARD ROUTINE.

<i>Zero for omitted items.</i>		
<i>Movement</i>	<i>Value</i>	<i>Score</i>
1. Uncase Colors <sup>3</sup>	25 pts	
2. Report In <sup>1</sup>	10 pts	
3. Colors Reverse March (forward march)	5 pts	
4. Left Wheel March (forward march)	5 pts	
5. Colors Reverse March (forward march)	5 pts	
6. Color Guard, Halt	5 pts	
7. Order Colors	5 pts	
8. Parade Rest	5 pts	
9. Color Guard, Attention	5 pts	
10. CARRY COLORS	5 pts	
10a. Forward March		
11. Right Wheel March (forward march)	5 pts	
12. Right Wheel March (forward march)	5 pts	
13. Colors Reverse March (forward march)	5 pts	
14. Eyes Right	5 pts	
15. Ready Front	5 pts	
16. Left Wheel March (forward march)	5 pts	
17. Left Wheel March (forward march)	5 pts	
18. Left Wheel March (forward march)	5 pts	
18a. COLOR GUARD, HALT		
19. Report Out <sup>2</sup>	10 pts	
<b><i>Routine Total</i></b>		<b>1</b>

<sup>1</sup> **Report In** - movements needed to enter the drill floor, center the colors on the head judge & verbally report in.

<sup>2</sup> **Report Out** - movements needed to center the colors on the head judge, verbally report out, then leave the floor.

<sup>3</sup> **Uncase Colors** - all of the movements required to correctly uncase the colors (can be done anywhere on the drill floor)

## SECTION 9—INDIVIDUAL ARMED DRILL

**TEAM COMPOSITION.** The competing individual may be male, or female. All cadets participating in the individual drill phases must be armed.

**PREPERATION AREA.** Individuals will report to the designated drill pad when they are scheduled to do so. Individuals will fall in outside of the drill area and wait for the judges to be ready for them, then proceed as directed by the head judge.

**DRILL AREA.** The armed individual drill will be outside on a concrete or asphalt surface and will measure 30' x 30'. There will be a deduction for every boundary violation.

**INDIVIDUAL/TANDEM PROCEDURES.** The individual can execute any movement they may have, centered on the Head Judge to report in. The individual will render the appropriate salute when reporting in. When reporting it for exhibition phase, contestants may create a unique reporting statement. (It must be tasteful and of military fashion.) Timing and judging will begin at this time. The Head Judge will then direct the contestant to execute the drill phase. Each individual will have a minimum of two minutes and a maximum of three minutes and thirty seconds to execute their routine. A penalty of one point will be deducted from the exhibition drill phase score for each second under or over these time limits. If a weapon is shouldered during the Drill, the contestant will be disqualified. A penalty will be assessed for each piece of dropped equipment. There are no restrictions on the types of movements a team performs for its drill routine; however, precision, originality, and difficulty are among the criteria used for grading. Grading and timing will cease when the contestant renders the salute to report out. The contestant need not be in any specific position in the area in order to report out.

### Individual Rifle Exhibition

Judge:		<b>Circle One</b>	
School:		<b>Individual    Tandem</b>	
		<b>Rifle    Saber</b>	
All Movements Scored on a scale of 1 -10. Command point range from 1-10 per category.			
<b>Armed Exhibition</b>	<b>Points</b>	<b>Armed Exhibition</b>	<b>Points</b>
1. Reporting In		<b>Commander's Actions</b>	
2. Variety of Movements		1.Command Voice	
3. Precision		2.Military Bearing	
4. Originality		3.Positioning	
5. Choreography		<b>COMMAND PTS (30 PTS POSSIBLE)</b>	
6. Appearance			
7. Use of Drill Area		<b>TOTAL PTS (130 POSSIBLE)</b>	
8. Degree of Difficulty		Dropped Equipment (Minus 10 pts/ea)	
9. Reporting Out		Boundary Violation (Minus 10 pts/ea)	
10. Overall Impression			
<b>SEQUENCE PTS (100 PTS POSSIBLE)</b>		<b>FINAL TOTAL</b>	

## SECTION 10—WARRIOR CHALLENGE

Detachment 847 insists that cadets participating in the Warrior Challenge be in top shape and prepared for a physical challenge.

**PHYSICAL FITNESS TEST.** This test will consist of maxing out push-ups and sit-ups within 1 minute, a standing power throw and a broad jump. Members will receive age and gender-specific composite scores based on the following maximum component scores: 10 points for push-up, 10 points for sit-ups, 50 points for standing power throw and 10 points for the broad jump throw for a max of 80 points. Scoring will come directly from AFPC Fitness Scoring Charts. Scoring for the broad jump will be based on distance. Scoring for the standing power throw will be similar to the Army Combat Fitness Test. Physical Training gear will be worn for this event. The group's score will be calculated by adding each member's score together.

**TEAM COMPOSITION.** Each team will consist of 4 members with at least one female.

**EQUIPMENT.** Cadets participating in the warrior challenge must wear their unit's issued physical training gear and running shoes. Cadets failing to bring proper attire will not be permitted to participate in the challenge.

### WARRIOR CHALLENGE PROCEDURES.

- a. **Push-Ups:** The member will begin in the starting position, with arms fully extended and the body in a straight line from head to heel. The feet may be no more than 12 inches apart. The body should maintain a rigid form from head to heel (the body may not bow unless resting in the up position). The member may rest in the up position only. The member will lower the body to the ground until the elbow is bent at least 90 degrees before pushing back up to the starting position. If the member does not come down far enough, the push-up does not count. The member completes one full push-up after returning to the starting position.
- b. **Sit-Ups:** The member will lie face-up on the ground. The member's knees will be bent at a 90° angle, with the feet/heels in contact with the floor. The heels and buttocks must remain on the floor during the entire assessment. The member's arms will be crossed over the chest with the hands resting on the upper chest. The member may request to have their feet held down with the hands or by putting knees on feet but the monitor may not anchor the member's legs by holding onto the calves. A complete crunch is accomplished when the upper torso of the member is raised off the floor, the elbows touch the knees or thighs, and the upper torso is lowered back to the floor until the shoulder blades touch the floor. Please refer to this link for the grading criteria
- c. **Standing Power Throw:** The member will face away from the start line, grasp the medicine ball (10 pounds) with both hands at hip level and stand with both heels at (but not on or over) the start line. Grasp the ball firmly and as far around the sides of the ball as possible. They will then proceed to throw the ball behind them as far as they can. (1 foot = 1 point). Towels will be provided to remove excess moisture/debris from the medicine ball. The member is allowed two attempts for this event. Please refer to this link for the grading criteria

Please refer to the following links for the grading criteria of Warrior Challenge:

<https://www.afpc.af.mil/Portals/70/documents/FITNESS/5%20Year%20Chart%20Scoring%20Including%20Optional%20Component%20Standards%20-%2020211111%2020219.pdf?ver=5t5V-6NAFFYCQQuhB05ZTw%3d%3d>

<https://www.armycombatfitness.test.com/scoringstandards>