

Pacific Southwest Region
Flagship Competition

**2004 Standard Organization
& Regulations Manual**



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FLAGSHIP GOALS

To provide a Training Event that enables NSCC Cadets from all over the Pacific Southwest Region to meet in one location and demonstrate their Skills and Training in a friendly, yet competitive manner. To show Cadets the need to work together as a cohesive unit and to raise group and individual morale.

TEST OF UNIT TRAINING

1. Military Courtesies by means of monitoring Cadet behavior from check in to close of Flagship.
2. Military Bearing by means of Unit Personnel Inspection
3. Military Discipline by means of Unit Regulation Drill Competition
4. Ceremonial Procedure by means of Color Guard
5. Unit Initiative by means of Exhibition Drill
6. Unit Teamwork by means of Exhibition Drill with Weapons

TEST OF SKILLS

1. Knot Tying, tested for speed, accuracy and knowledge.
2. Semaphore, Sending and receiving semaphore messages.
3. Fire Fighting, demonstrating team co-operation in an emergency mode.
4. First Aid, demonstrating team speed, skill and basic first aid knowledge.
5. Line Heaving, demonstrating Unit training and individual skills
6. Knock out Drill, testing individual knowledge and attention to detail under stress.

MILITARY COURTESY

NSCC Regulations cover the Conduct of Cadets, Instructors and Officers. Personnel are reminded that Military Courtesy is in fact based upon good manners, and NSCC Personnel are Guests when on board any Military Establishment.

1. All NSCC Personnel will show proper military etiquette on board a military base.
2. When in the areas immediately adjacent to the barracks, Cadets are not required to Salute NSCC Officers unless they are addressing an Officer directly.
3. When Officers are moving through a collected group of Cadets, or entering barracks buildings Cadets will "Make Way" for them to proceed.
4. The Commodore upon entering the Cadet Barracks area will receive an "Attention on Deck" call by the nearest Cadet seeing the Officer enter.
5. During Saturday afternoon events, Cadets in the immediate competition area are not required to render a salute to officers unless they are addresssing an Officer directly.
6. All NSCC Personnel, Officers and Cadets, shall render proper courtesy to Regular Naval Officers at all times.
7. Inappropriate behavior by NSCC Officers, Instructors or Cadets shall subject that Officers or their entire Unit to possible disciplinary action up to and including immediate removal from the Base.
8. No electronic communication devices, other than properly conceled personal pagers and telephones, may be used by any officers or cadets other than those assigned by Flagship Staff.
9. NSCC Cadets and Officers will recognize the alternate uniform as appropriate.

SCHEDULE

Flagship should be held during one of the first two weekends in May or the last weekend of April. The actual date will be established by the Flagship Committee.

The following Schedule of Planning Dates and Targets is only a Guide.

July/ August ~ Hold Staff Debrief, Make corrections and updates to Flagship SOP for submission at Fall Regional Commanding Officers Meeting. Establish Dates and Location for next Flagship

September/ October ~ Relieve Commodore and elect a new Commodore. Present at Fall Regional All Officer's Meeting, a report on any changes and updates to SOP and announce provisional Dates and Location of next years Flagship. Accept input from unit commanding officers for further discussion by the Committee.

January ~ Distribute Final version of SOP to all Units. OPS to request in writing, from appropriate Command, Berthing, and Messing as need has been established by Facilities Aide. Commodore to make formal requests for Flag Rank Reviewing Officer. Commodore and Aides to meet as needed to establish all Forms, PODs, and Designated Staff and Duties within their fields of responsibility.

February ~ Written requests for Support Staff, (Judges etc), to be finalized and sent to appropriate USN authority.

March ~ Finalize all Paperwork, such as pre registration forms, PODs, Event Scoring Forms etc., and issue to all PSWR units by 15 March.

April ~ Receive all registration forms back from Units. Personnel Officer to arrange Midshipmen Debriefing and meet with all Judges.

LOCATION

1. Flagship shall be held on a military installation easily accessible by all units.
2. Unit Commanding Officers may make proposals to the Committee by 31 July of the current year in order to be considered for a Flagship Site.
3. The final choice for Location shall be the decision of the Flagship Committee who shall consider locations, availability and services available.

TIME

1. Registration shall take place on the Friday prior to the event between 1500 and 2000 hours.
2. Flagship will be completed by 1300 hours Sunday, Units will not depart until being cleared for final Barracks Inspection and check out with Flagship Administration.

TRAVEL UNIFORM

1. Cadets shall travel in Dungarees (BDU's for Authorized Battalions) and NSCC authorized ball caps only. No exceptions!
2. Each Unit arriving shall be accompanied by an Officer or Instructor, in appropriate Uniform, who shall be designated as Escort Officer. Each Unit will have a male and female Escort Officer if both gender of Cadets are present or provide documentation to the Admin Officer of coverage by another Unit.

PRE-REGISTRATION

1. By February of each year Units will receive an invitation to attend Flagship along with pre-registration forms.
2. Prompt return of pre-registration packets including estimates of the numbers of Male and Female Cadets attending and FULL payment of fees.
3. Units not Pre-registered four weeks prior to Flagship may result in their invitation to attend Flagship being revoked.
4. By March of each year Units will receive official Registration Forms, on which they will state the exact numbers arriving.

REGISTRATION

1. Upon arrival units will fall in for check-in. The Unit LPO will present the registration check in sheet to the Inspecting Officer.
2. Each Cadet shall have in his or her possession a current identification card including photo, new cadets may carry a copy of their NSCADM 007. Lost or stolen ID cards should be reported to the unit escort officer as soon as possible.
3. The Escort Officer shall have the Service Record of each Cadet present.
4. After Inspection the LPO and Escort Officer will proceed, with completed forms and final payment in form of a Cashiers Check, money order or cash, to the Administration Officer for check in. They will then be signed off as paid and draw for starting positions and receive Flagship T-shirts for their Unit. LPO will continue to the Billeting Officer for billeting assignments.
5. Units will stay in formation until check in is complete and the Unit LPO returns with their berthing assignments.
6. Unit Commanding Officers and Escort Officers will log in with the Operations Officer, their billet address and telephone number before 2000.
7. Each Unit will provide a roster of Cadets attending along with their SSN for the Messing Officer.

MEALS

1. Flagship fees include three (3) meals on Saturday and breakfast on Sunday for Cadets only. Units will mess as a complete Unit.
2. Units requiring messing on Friday night are responsible for their own meals.
3. Unit LPO's will report to the Messing Officer the number of Cadets in their unit who are in line for that meal before proceeding into the Mess Hall.
4. Officers, Midshipmen and Instructors pay their own messing fees when they enter the mess hall.

BARRACKS

1. Barracks are clean and operational when Cadets arrive. Any non-operational items must be reported by the Unit Escort Officer immediately.
2. Barracks must be kept clean and orderly during Flagship. They will be spot checked and loose gear, unlocked lockers, etc. will be subject to both confiscation.

NIGHT WATCH BILL

Escort Officers shall form the Night Duty Officer schedule under the direction of the Flagship Staff.

PLAN OF THE DAY

1. Plan of the Days will be issued to all units at check in. Times listed are for stepping off not falling in. Units not in formation will lose their place in line.
2. Units LPOs are responsible for their Unit completing all events in a timely fashion.

MIDSHIPMEN & ESCORT OFFICERS

1. Midshipmen are not charged Flagship Fees, they pay for their own meals as does every Officer and Instructor.
2. All Midshipmen attending Flagship will be assigned to the direction of the Personnel Officer who will utilize and assign their duties as needed. They will report to the Personnel Officer to be relieved from Flagship Duties prior to departure with their Units. Midshipmen not wishing to work with Flagship Staff should not attend.
3. Escort Officers are responsible for berthing fees as well as their own meals.

NON PARTICIPATING CADETS

1. Every effort should be made to ensure that all Cadets in the Unit attend and participate at Flagship.
2. Unit commanding officers should ensure that Cadets not participating in events are employed for the benefit of Flagship by reporting them to the Personnel Officer for Duty Assignment.

VISITORS AND GUESTS

1. Parents and relatives of Cadets along with members of sponsoring Navy League Councils should be specifically invited by each unit commanding officer to attend Flagship.
2. Guests should be reminded that entry onto a Military Base requires current drivers license, proof of insurance and a current auto registration.

PHOTOGRAPHERS

1. Only one person per Unit may be designated Unit Photographer. Unit Photographers shall be identified by Plastic Identification Tags. Such identification is available only from the Administration Officer for a \$5.00 refundable deposit.
2. Unit Photographers, whether Film, Video or Still Photographers, may not enter any competition area without the express permission of the Event Officer.
3. In an event where Cadets are running, photographers may not at any time, position themselves ahead of the line of race, where they could be an obstruction to the team.
4. Violations of this rule may call the event in progress void, and inform the Commodore's Staff, who can revoke any further photography privilege.
5. News, Press, or Navy Official Photographers, are to be instructed by the Event Officer, of the above rules.
6. In all cases the Event Manager is the sole authority as to allowing or not allowing Photographers in the event area at any time.

RULES

While it is a recognized and time honored tradition for any commanding Officer or Unit to "make the rules work to his best advantage", there is a thin line between acceptable ingenuity, and breaking or even bending the rules so as to gain an unfair advantage. Such behavior may give you a so-called win, but it utterly defeats the purpose of Flagship. Evidence of such conduct, comes under the heading of Prejudice to the Good Order of the Naval Sea Cadet Corps, and may result in voiding all earned points in the area it occurred, or even disqualification of the Unit.

PROTESTS

The first action when the possibility of a protest arises is to ask the question, "What does the SOP state?"

1. The Event Manager shall be the first person to resolve an on the spot protest. He may ask for assistance from any Aide in the immediate area.
2. If a question cannot be answered by the Event Manager or Aide, the Staff Aide may question the Commodore whose decision shall be final. No protest shall be handled by the Commodore without having first been heard by the appropriate Staff Aide.

OFFICIAL COMPLAINT

An Official Complaint may only be lodged by a team Captain, who may lodge it for the Team, or for any individual on that team's behalf and shall be heard by the Commodore at 1630 hrs, Saturday. It must be in writing, and lodged within 30 minutes of that Unit completing the Event.

1. An Official Complaint may only be for cause, and to redress a wrong.
2. The Team Captain, may bring the actual Individual who he feels was wronged, but only one individual. If he is appearing for the Team, he represents the Team himself.
3. The Event Manager shall be present. If the Event Manager had called in an aide that aide should also attend.
4. The Commodore may, at his discretion appoint three Officers to arbitrate the complaint especially if it is a question of technical information.
5. The C.O. of the Team shall not be permitted into the arbitration hearing.
6. The arbitration shall be handled fairly, with a full hearing of the Team Captain, followed by any additional information as needed, and a decision shall then be rendered. Arbitration is not a long drawn out affair, and the decision shall be final.

PROCEDURE FOR LEAVING FLAGSHIP

The exact procedure for leaving Flagship will be promulgated by the Operations Officer for each Flagship. However it will follow and incorporate the following guidelines.

1. Flagship will be completed by 1300 on the Sunday, after Pass in Review. Units will proceed directly from the Pass in Review, to the Barracks area, where they shall clean up the Barracks, take all personal gear outside the Barracks, and clean up any area as required by the Host facility. There will be no exceptions made for "early Unit Dismissal.
2. Parents and visitors shall be directed to a pre-determined pick up area, where Unit Trophies and Paperwork will be located. Visitors, Parents, Unit C.O.'S and Unit Staff will not be permitted into the Barracks area.
3. Cadets will collect all sea bags and equipment, clean the Barracks and muster with all equipment outside their Barracks and paraded by Unit, under the control of the Unit LPO. Guidon will not be carried.
4. Barracks Inspections will then be conducted by Staff, under the direct supervision of the Personnel Officer, and clearance chits will be issued to the LPO of each unit for both Male and Female spaces regardless of Unit makeup. Units not completing check out and the completion of Flagship will not be eligible to compete in the following years Flagship Activities.
5. The LPO or Unit C.O. will take the clearance chit and turn it in for the Unit Package, containing the entire unit Paperwork, and awards received by that Unit.
6. When all Units have been cleared, and packets picked up, the Operations Officer shall call the mustered Units to Attention and report to the Parade Master "Flagship Units present and ready for dismissal".
7. Aides, Midshipmen and Staff will be dismissed by the Operations Officer.
8. The Parade Master shall then officially dismiss the Units from Flagship.
9. If items 1-7 have been completed early, then the Parade Master at his sole discretion may dismiss the units prior to 1300.

FLAGSHIP COMMODORE & STAFF

PURPOSE.

To take overall responsibility, and ensure that the Flagship Event runs smoothly, and efficiently, and that the result is a well run Event delivered with maximum benefit to the Cadets attending.

GOALS.

To present an event that is a credit to the NSCC and is recognizable by both military and civilian observers to be of the highest standard.

MAJOR TARGETS

1. By September of each year, the assembled Commanding Officers shall appoint or elect one Officer to be Commodore of Flagship for the following year. The Commodore shall also be Chairman of the Flagship Committee.
2. The Commodore shall appoint no less than SIX, and no more than EIGHT, Officers or Instructors to serve as the Flagship Committee. From this group he shall fill the following posts with personnel who shall be referred to at Flagship as Commodores Aides
3. Staff Aides shall be assigned from resources drawn from the Flagship committee, and shall be assigned responsibilities as outlined below.
4. Based on the appointed Officers reports and input, the Commodore shall present to the Regional Commanding Officers Meeting in the Fall, a full outline of the upcoming Flagship, including Dates, Cost, Program, and any new or changed items based on the SOP and input from the previous Event.
5. At this meeting the Committee members shall report on their individual areas of responsibility, as though they are settled matters.
6. Input from Commanding Officers shall be noted by each committee member but not acted upon until the next Committee meeting.
7. The Commodore, and through him the Committee shall have prior claim on any resources needed to run the event.
8. The Commodore shall cause to be published and distributed to all Unit COs the complete SOP for the upcoming Flagship, prior to 31 December.

DUTIES AND RESPONSIBILITIES OF AIDES

As aides, you are senior to the person you are addressing. The normal military courtesy applies here, known as "Respects up ~ Compliments Down" this means that if you require something from a Unit Officer, say a Commanding Officer, of higher rank than yourself, you use the term "with respects, would you please - - -. If you are speaking to a Unit Officer such as a CO who is junior to you in rank, then you use "My Compliments, would you see that - - -, but in any event, in so far as Flagship operation is concerned, if you are acting in the capacity of a Flagship Aide, you are the senior. THIS DOES NOT APPLY HOWEVER TO SERVING USN OFFICERS, but the aforementioned "Respects/Compliments" terminology will enable you to handle any situation in a proper manner.

STAFF BILLET DESCRIPTIONS

VICE COMMODORE (Who shall also be Operations Officer)

ADMINISTRATION OFFICERS (Who shall also be the Finance Officer)

FACILITIES OFFICER

FIRST LIEUTENANT

PARADE MASTER

PERSONNEL OFFICER

COMMODORE

1. Overall responsibility for the successful planning and operation of the current Flagship
2. The Commodore shall hold a Meeting of Unit Commanding Officers, and Leading Petty Officers only, late Friday evening. This meeting shall be attended by the Vice Commodore and the rest of the Aides. At this meeting any last minute contingency plans will be promulgated.
3. During the Saturday morning drill the Commodore shall be available, but shall not participate in any of the drill events.
4. During Saturday afternoon events, the Commodore and Aides shall be centrally located, or roving the event areas, but in easy communication access.
5. The Commodore shall designate the Command Center, plus a staff to be the record keepers of the event scores and results. These shall be forwarded to that staff who shall make every effort to post them as soon as known.
6. The Commodore may host a Breakfast meeting with all Staff Aides to finalize any results or immediate requirements on Sunday Morning prior to Pass in Review Parade.
7. The Commodore shall, with the Committee Staff, attend the debrief, and upon completion of his report, he shall request to be relieved of his duties. If accepted he shall attend the first meeting of the new Flagship Committee as "previous Commodore".
8. Shall appoint Afternoon Event Facilitators that will monitor events to assist Judges without making or aiding Judges in their decisions.

VICE COMMODORE

1. The Vice Commodore shall serve as the Operations Officer. In the absence of the Commodore shall serve in that capacity. Any orders given have the same effect as if given by the Commodore. Such orders shall be reported to the Commodore by the Vice Commodore at the earliest opportunity.
2. The Operations officer shall be in overall charge of all Flagship Staff, and is the Senior Officer Present, in the absence of the Commodore.
3. During the formation of Flagship, he shall personally check with each aide for progress reports in their preparations, and assist where needed. He will keep the Commodore informed of any glitches that are occurring, with recommendations for a resolution.
4. The Operations Officer shall design and have posted the P.O.D. and any changes thereto.

NOTE: TRADITIONALLY, THE COMMODORE IS AN INVITED GUEST ONLY TO THE SATURDAY EVENING DANCE AND WILL MAKE A BRIEF APPEARANCE DURING THE EVENING IN THAT CAPACITY ONLY.

1. The Operations Officer shall attend the final muster for dismissal at 1300 Sunday. He shall confirm that barracks inspection has been completed. Midshipmen shall form up on the Officers line for this parade, and when the Operations Officer is satisfied that the Units are ready to be dismissed, he shall then report to the Parade Master, "Flagship Units ready for Dismissal".

NOTE: INTERFERENCE BY UNIT OFFICERS, OR PARENTS, MUST BE ANNOUNCED AS CAUSING A DELAY IN THE FINAL DISMISSAL WHICH SHALL OCCUR AT 1300 UNLESS THE PARADE MASTER CALLS FOR AN EARLY DISMISSAL.

ADMINISTRATIVE OFFICER

1. Shall notify Staff as to time, date and venue of Flagship Committee meetings, and keep Minutes, which should be available to each Aide for action items.
2. Shall organize the preparation and distribution of the Pre Registration Packets and any other forms needed, and be responsible for all "Paperwork", ensuring that supplies are available when needed.
3. Shall be responsible for the safe keeping of all Unit and Flagship Documents, from the receipt of pre-registration packets, to the delivery of Unit Packets at the completion of the Flagship Event.
4. Must be present at the Flagship Registration Center well before the arrival of the first unit. Units are not to check in until 1200 on the Friday prior to Flagship.
5. Is responsible to see that the Units are properly registered.
6. The Administration Officer shall handle the event tabulation of scores, for final placing. Queries and problems arising from the ongoing tabulations shall be brought to the attention of the Commodore without delay, and be handled by the Commodore, who shall put his decision in writing.
7. After the Commodores Breakfast on Sunday, the Administration Officer and the Operations Officer shall prepare the Award Packets, which shall contain each Unit's awarded plaques and have them at the Reviewing Stand ready for the Ceremony.
8. The Administration Officer acting as the Finance Officer shall collect, or cause to be collected any and all Bills, Receipts for cash payout, and send them to the Commodore for approval for reimbursement or payment.
9. Only the Admin/Finance Officer shall handle Money and shall be directly responsible to the Commodore.
10. Shall collect blank checks from the Commodore for the purpose of Paying Messing Bills and immediate Dance expenses as needed. Any checks not used shall be returned to the Commodore before leaving the Flagship location on Sunday.
11. With the approval of the Commodore the Administrative Officer may delegate some Finance actions to a Deputy, but this must be in writing and signed by the Commodore to be in force.

PERSONNEL OFFICER

The Personnel Officer shall be in overall charge of, and responsible for any aspect of Flagship that directly involves "Live Bodies", be they Cadets, Midshipmen, Officers or Instructors.

1. At Check In he shall receive commanding officers once they have been through Check in Lines, and establish the location of Billeting, and telephone number of the commanding officer and berthing location of escort officers of each Unit for reference. He shall then "suggest" that the commanding officers retire, so that any future movement of the Unit shall come under the direct control of the LPO.
2. The Personnel Officer utilizes the Midshipman Pool extensively for any body movement, i.e. to the Barracks, collecting Lines etc. He shall establish the Escort Officers locations in the various barracks, providing a list to the First Lieutenant to establish a Watch Bill.
3. The Personnel Officer shall be in overall charge of the established organization for the Check In Procedures, and shall ensure that the check in area is manned continuously from 1200 until 2000 on Friday, and that the procedure moves smoothly without excess body traffic.

4. The Personnel Officer shall assign a Messing Officer for control of bodies for mealtime procedures and a Berthing Officer for assignment and inspection of barracks.
5. A written log of USN and USMC Volunteers and Judges will be made available to staff prior to Flagship.
6. Provide a copy of Flagship Rules to each Judge and provide training prior to Flagship with the help of Flagship Staff.
7. Arrange Staff to inspect barracks for removal of gear, cleanliness of Barracks and removal of trash from the area surrounding the barracks.
8. Provide armband or identification to one photographer from each Unit upon payment of a deposit.

MESSING OFFICER

The Messing Officer is assigned by the Personnel Officer, and is responsible to the Commodore for the conduct of cadets prior to, during, and immediately after meals.

1. He will draw a check for each meal from the Finance Officer, with which to pay the meal bill, and will enter this amount and check number on the Messing Report Form.
2. Prior to Flagship he will check with the Mess Hall Office to ensure that the messing request has been received from the Facilities Aide, and confirm the numbers expected.
3. Check with the MAA and advise him of these numbers, and establish the line number to be used by the cadets. Advise him that you will confirm the head count for each meal, and will present a check 15 minutes after each meal.
4. Verify meals hours at the Galley to be used by Staff personnel.
5. At the COs meeting Friday evening report details of any and all arrangements made as to locations, time's etc. Brief LPO's that they report to you or your assistant with the existing body count, not the Unit strength number.
6. Admin will provide the Messing report sheet already filled out with the names of units present. As each unit arrives, report the actual numbers present, entering it in the report and have that unit proceed to the assigned line. Guidons will be placed in the Guidon stand outside.
7. Coordinate and oversee the Saturday Evening Picnic with the Personnel and Facilities Officers.

The following rules apply to the galley, and it's use by cadets who are guests.

- No talking in Ranks, outside or inside the Galley
- Quiet conversation only at the tables
- Headgear is removed upon entering the Mess Hall.
- Cadets will not fold their arms while in mess hall line.
- Cadets will not lean on the bulkhead, and will keep their hands off the rails.
- Cadets have 20 minutes to eat, and will then depart the mess hall.
- Cadets will proceed to, and depart from the mess hall in formation.

After breakfast on Sunday morning the Messing Officer will total the amounts paid for meals, close out the messing report and turn it in to the Finance Aide for forwarding to the Senior Regional Director.

BERTHING OFFICER

The Berthing Officer is assigned by the Personnel Officer, and is responsible to the Commodore for the placement and condition of barrack spaces.

1. Berthing Officer will confirm that rooms assigned are cleaned and available before check in begins and that keys or combinations work.
2. Assign Units to berthing spaces as they arrive and record location.
3. Provide Barracks Inspection on Saturday morning and before checkout on Sunday.
4. Return keys to Admin Officer upon completion of duties.

FACILITIES OFFICER

Shall be in overall charge of, and be responsible for, the acquisition and availability of, all physical equipment required for Flagship. Equipment should be checked for repair or replacement needs.

1. The Facilities Officer shall be empowered to make contracts, to purchase equipment, and establish dates and times for the use of any facility required, provided only that the Commodore has been made aware of the proposed need. Such needs shall be accompanied by a proposed source, and cost of any such items.
2. Once the Flagship committee has decided on the location of the upcoming Flagship the Facilities Aide shall arrange booking or reserving the venue, arrange Quarters in Barracks, and the Command Center by sending in writing a request to the appropriate terminals. This letter is to be written on Flagship Letterhead, and a copy kept in a folder. It should be delivered by October prior to Flagship, and a confirmation letter should be sent early in the next year.
3. The Facilities Officer shall make his Manpower needs known to the Personnel Officer in January or February prior to Flagship. This will include, but not be limited to, Event Judges, Special Midshipman needs etc.
4. Once the facilities have been arranged, the Personnel Officer should be informed as to the location of the Check In Office, the location of CDO, the Midshipman Barracks, and the requirements by the Host Facility for such matters as Duty Officers Quarters, so that the Personnel Officer can arrange manning requirements.

FIRST LIEUTENANT

The primary function of the First Lieutenant is to act as assistant to the Personnel Officer.

5. The First Lieutenant shall have the overall responsibility for organizing and running the Saturday Evening Social, including Security and Chaperone personnel and transport as required, for Female Cadets.
6. The 1st Lt arranges to purchase the Cold Drinks and cookies for Saturday Evening, setting up with such as McDonalds, for a supply of Ice, etc.
7. On Saturday Morning he will muster a working party obtained from Personnel and supervises the setting up of noon events.
8. The First Lieutenant shall attend Cadet Check In, to assign Duty Officers for each Barracks. Escort Officers shall form the Night Duty Officer schedule.
9. The First Lieutenant shall also act as Security and Disciplinary Officer, and has the responsibility for handling Cadet Infractions.
10. The First Lieutenant shall obtain needed personnel from the Personnel Officer.
11. The First Lieutenant shall be the Liaison Officer with Base Security, and shall be responsible for assuring that the Barracks Area is kept clear of Automobiles.
12. Ten days prior to Flagship the First Lieutenant forwards to Base Security a copy of the gate pass for that year. He also alerts Security

to the requirement that USNSCC Cadets must carry their ID Cards on their person, to gain entry to the Base.

13. The First Lieutenant shall assign Duty Officers, establish the C.D.O. and O.O.D and the Watch Bill for the Escort Officers arriving, so that they can draw up a Fire Watch and turn it in at the Friday Evening C.O.'s meeting.
14. First Lieutenant shall assure that lights out is observed and that there are no early risers.

PARADE MASTER

The primary function of the Parade Master is to organize and conduct the Pass-in-Review Ceremony on Sunday.

1. Is directly responsible to the Commodore for the design and running of the Sunday Morning Awards, and Pass in Review Ceremony. For this event, the Parade Master has total priority over Staff requirements, and all aides shall render all assistance to this end. The Parade master shall present the Commodore with a draft of the procedure to be followed that year, and, at the Commodore's breakfast the Admin Aide will present him with the names and units who shall be receiving awards.
2. At a convenient time, to be announced at the Friday evening commanding officers meeting, the Parade master shall announce his requirements for a briefing of LPOs, Guidons, and Fifty Flag bearers.
3. The Parade Master shall confirm with Personnel, and Facilities, that the recording equipment, Reviewing Stand Seats, P.A. system, V.I.P. guest ushers, and awards midshipmen have been allocated.
4. From the time that the cadets arrive on the reviewing grounds, until and including the Final Parade Muster for dismissal, the cadets are under the control of the Parade Master.
5. The Parade Master shall receive reports from the Operations Officer that all barracks are clear, that all gear has been removed, and that the areas have been cleared of trash, prior to calling the final Parade to attention and dismissal.
6. Units shall parade by Unit, without Guidons, under the charge of the Unit LPO.
7. The Unit LPOs will report their Units to the Operations Officer, who shall then report the Flagship Units ready for dismissal.
8. If the Commodore is present, he will be invited to make brief remarks. If the Commodore is otherwise busy (as for example hosting the Reviewing Officer), The Parade Master shall dismiss the units, thus ending Flagship.
9. At the end of the Pass in Review, the Parade Master will announce that "The Cadets are guests on a Navy Base, and like all good guests they have certain responsibilities to perform before leaving. The Final Parade and dismissal will be held at 1300 hrs, and Parents, and guests are reminded to keep well clear of that area, or risk a delayed departure time. The cooperation of all Parents and NSCC Unit personnel is requested and appreciated".

EVENT RULES

PERSONNEL INSPECTION

MILITARY BEARING AND PROPER WEAR OF THE UNIFORM

PARTICIPATION

1. All Cadets from all units shall stand inspection in the regulation Uniform as contained in USNSCC Regulations, and as specified in the Plan of the Day.
2. All Cadets shall wear standardized Name Tags within the Unit or None shall wear Name Tags.
3. All Cadets shall carry an authorized ID Card, and Uniforms shall carry all appropriate Ribbons and insignia
4. New Entry Cadets, not yet outfitted shall stand inspection as a Fourth Rank, and shall be inspected for ID Cards and Hair Cuts only.

PROCEDURE

1. Inspecting Officers when ever possible shall be Navy Chiefs and are required to read NSCC Uniform Regulations for any updates immediately prior to the Flagship Competition.
2. The only authorized aiguillette worn with whites at Flagship are Blue or Black.
3. Units shall be inspected upon assembly from the Mess Hall.
4. Inspecting Officers are to judge the cadet in front of them regardless of size of unit.
5. 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.)
6. A writer attends each Inspecting Officer, but is forbidden to make any comment or inspect.
7. Upon completion of inspection that Unit shall march off and prepare for the following event.

JUDGING (8)

1. Gigs shall be marked for infractions based on the Inspection sheet.
2. Scoring shall be the total number of infractions subtracted from a base number of 250 and multiplied by the percentage of Unit Cadets present at Flagship in relation to the number enrolled as of 01 April.
3. HIGHEST FINAL SCORE GIVES HIGHEST PLACING.
4. There are no participation points for this event.

EQUIPMENT

1. Clipboards, score sheets and pens

**REGULATION DRILL
MILITARY DISCIPLINE
PARTICIPATION**

1. Units shall field minimum of 17 cadets to participate. If less than 17 Cadets are present then 100% of the Unit's complement must participating 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.
4. The LPO upon reporting in will be offered at random, one of a choice of several pre-prepared Drill Cards.
5. The Drill shall be carried out exactly as stated on the Drill card issued.
6. There shall be no more than ten paces between each movement.
7. The commands that will be used, but not necessarily in this order, are:
 - FORWARD MARCH
 - HALT
 - EXTEND AND CLOSE MARCH
 - COLUMN RIGHT AND LEFT
 - TO THE REAR MARCH
 - HALF STEP
 - MARK TIME
 - EYES RIGHT OR LEFT
 - READY FRONT
 - FIGHT AND LEFT FLANK

JUDGING (2)

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

1. Each Unit receives 50 Participation Points.
2. The Drill Instructor Trophy will be judged during this event by each Unit. It will be awarded to the LPO, who in the Judges opinion gets the Best Response from his Drill Unit.

EQUIPMENT

1. Clipboards, scoresheets and pens

EXHIBITION DRILL WITHOUT RIFLES

UNIT INITIATIVE

Exhibition Drill team must contain a minimum of six (6) Cadets.

PROCEDURE

1. Exhibition Drill content is limited solely by the ingenuity of the Unit presenting it. The emphasis is on Exhibition, and thus no carrying of Drill cards is permitted.
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, and to the senior inspecting officer, if the drill is presented at the pass in review.
5. Military bearing must be maintained at all times.

JUDGING (3)

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

1. Clipboards, scoresheets and pens
2. Stopwatch

EXHIBITION DRILL WITH RIFLES

UNIT TEAMWORK

Exhibition Drill team must contain a minimum of six (6) Cadets.

PROCEDURE

1. Exhibition Drill content is limited solely by the ingenuity of the Unit presenting it. The emphasis is on Exhibition, and thus no carrying of Drill cards is permitted.
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, and to the senior inspecting officer, if the drill is presented at the pass in review.
5. The exhibition drill team must have a minimum of six (6) rifle moves.
6. Military bearing must be maintained at all times.

JUDGING (3)

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

1. Clipboards, scoresheets and pens
2. Stopwatch

COLOR GUARD

CEREMONIAL PROCEDURES

Minimum Color Guard shall be two flag bearers, and two Guards with or without arms.

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 the NSCC Flag.
3. The National Flag shall not be fringed.
4. Drill cards may be taped to the staff of the National Colors
5. Once having reported in and been given permission to proceed, the full drill shall be executed without breaks.
6. When completed the Drill Commander reports
"This completes _____ unit ___ Drill Sir"
7. When executing the Drill there shall be no more than ten paces between movements.
8. 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 (3) 1 Staggering 2 Grading

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

EQUIPMENT

1. Clipboards, scoresheets and pens.

**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, they may be rolled or folded.
5. The nozzle may not be connected prior to the start of time.
6. Each Hose length must be initially thrown or rolled to be laid out, past the starting line, not dragged into position.
7. Coupling must be placed on the ground, not dropped.
8. All equipment used must have been provided, and approved by the Event Manager.
9. Cadets must be in uniform, including boots, they may wear a "Flagship" T-shirt during this event.
10. Cadets may not touch each other or their equipment, including hoses and couplings, until time has started.

JUDGING (4 to 5)

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 dragged hose
 - 5 seconds for each Cadet touching another's equipment or person before time begins.
3. Time stops when the target is knocked over.

SCORING

Shortest time after Penalty adjustments shall be highest placed

EQUIPMENT

(Double the equipment below for two runs.)

1. Eight 50' lengths of 1 ½" Fire Hose
2. One adjustable fog nozzle
3. One Hydrant Wrench
4. One Target
5. Two Stopwatches
6. Clipboards, scoresheets and pens
7. 4 Spanners (optional)

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 limb to splint. The splinting will be done with Cadet's Belts. Patient will be placed in stretcher and carried back to starting line passing the stretcher and Cadets through the window in route.
3. Each team will be asked only one first aid question which may be posed to any Cadet the Judge wishes or to the whole team.
4. The "Patient" will be a 125 pound Rescue Dummy.
5. Cadets must be in uniform, they may wear a "Flagship" T-shirt and tennis shoes during this event. **Belts must be regulation cotton web, buckled and passed through all belt loops on their pants.**
6. Feet first coming back thru the port hole.

JUDGING (3)

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.
- Loose Straps (5 seconds each).
- 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 with three attach straps
2. "Window" device - see inclosed drawings
3. Two Arm and Two Leg Splints
4. One "Oscar" 125 pound Dummy
5. One Pylon
6. One Stopwatch
7. First Aid Quiz and pencils
8. Clipboards, scoresheets and pens
9. Chalk/Baby Power

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 (5)

The Longest Three Throws shall be placed highest in order. Unit and Individual Plaques shall be awarded.

EQUIPMENT

1. 150' Fiberglass Tape or Measuring Device
2. Four Heaving Lines
3. Clipboards, scoresheets and pens
4. Chaulk/Baby Powder

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. They will not be whipped using tape or wire.

PROCEDURE (5)

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.
4. For Individual award, a Cadet must complete two runs with no errors, or penalties. Then his shortest time will be entered for the Individual Award. In the event of a tie, the shortest "other run" will decide the final placement.

EQUIPMENT

1. Knot Tying Gantry
2. Four stopwatches

SEMAPHORE

ACCURATELY SENDING AND RECEIVING OF MESSAGES

Four Cadets from each unit shall constitute a Team. They shall be divided into two pairs A and B.

PROCEDURE

1. Each team shall draw a set of semaphore cards at random from the choice offered.
2. Pair A and B shall each consist of a Sender/Receiver, and a Reader/Writer.
3. Cadets sending and receiving shall face each other, and cadets writing shall have their backs to their team-mate.
4. Which cadet in each pair performs what function is at the choice of the team, but they may not change ends during the event.
5. The contest shall be the reading, sending, receiving, and writing of five groups of five letter codes, immediately followed by the answering team completing the same cycle.
6. From the time that the first BT is sent, to the time of acknowledgment of the final reply groups are received, there shall be no breaks.
7. Timing starts at the drop of the first BT and ends at the drop of the final BT.
8. The full sequence must be completed within the time limits imposed, four minutes and thirty seconds. Teams failing to complete within that time will be disqualified and receive only participation points.
9. Environmental noise is not a consideration in this event.
10. Once the timing has ended no corrections are permitted on the message form.
11. Corrections made by the writer during the message receiving, shall be clearly understandable by the judge, whose decision is final.
12. New Semaphore Cards shall be printed every year by the Flagship Committee.
13. Arms must be fully extended, no shorthand allowed.

JUDGING (1)

1. Penalties of five seconds per error, shall be assessed from each pairs written card.
2. The assessed penalties from each pair shall be deducted and be the score for that team.
3. Incomplete cards are a "No Score".
4. Teams with 50 percent or greater errors will receive participation points only.

SCORING

The Highest score shall be the lowest time. In the event of a tie, the card with no corrections shall be judged highest score.

EQUIPMENT

1. Two sets of Semaphore Flags
2. Three Clipboards
3. One stopwatch
4. Six sets of Semaphore Cards
5. Two desks and chairs

**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.

JUDGING

Cadets shall be eliminated by the Judges after each command, if they fail to properly execute the given command. (Active duty personnel from units cannot participate, only judges assigned.)

SCORING

1. There are no Participation Points for this event.
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.
5. The last three remaining individual Cadets shall receive individual plaques for their performance.

EQUIPMENT

1. PA System
2. Arm Bands for Judges.

AFTERNOON EVENT SCORING

To ensure even overall scoring it is necessary to convert the low times of afternoon evnts into points that can be added to the morning events. The following point table will be used to convert the Units finishing order to points which will be added to the morning points for the overall finishing order.

First Place	200 points
Second Place	180 points
Third Place	160 points
Fourth Place	140 points
Fifth Place	130 points
Sixth Place	120 points
Seventh Place	110 points
Eighth Place	100 points
Ninth Place	90 points
Tenth Place	80 points
Eleventh Place	70 points
Twelveth Place	60 points
Thirteenth Place on	50 points

FRIDAY (SAMPLE ONLY)

1200 Aides Call
1500-2000 Registration. Cadets will form up and remain in ranks until registration is completed. Personnel Aide will inspect Unit for I.D. Cards and Uniform. LPO and Escort Officer will then take the completed Inspection Form to complete registration, then to the Barracks for Barracks Assignment.
1600-1730 Dinner at Mess Hall (if reservations have been made with Commodore ahead of time). Each Unit is responsible for their own meal Friday Night.
2130 CO's and LPO's Meeting
All Aides, Event Managers and Judges to be present.
2200 Lights Out
Two hour fire watches of two Cadets from 2130 to 0530.

SATURDAY

0530 Reveille
0645 Personell Inspection begins
0730 Breakfast in Whites
0745 Flagship Competition resumes as each Unit exits the Mess Hall, 1st unit to CG, 2nd to Regulation, 3rd to W/O Rifles, 4th to With Rifles
0815 Staff Barracks Inspection (All loose gear will be confiscated.)
1100 Picnic/Lunch
1245 Start of Afternoon Events
1600 Knockout Drill Begins
1630-1730 Dinner
1730-1830 Practice Pass in Review
1930-2200 Social Event/Dance
2300 Taps

SUNDAY

0600 Reveille
0730-0900 Breakfast
0900 Unit Guidon and 50 Flag Bearers Muster
0930 Units Muster
1000 Start of Awards Ceremony
1100 End of Awards Ceremony
Units to Muster at Barracks for final inspection.
LPO to pick up final clearance chit for both male and female barracks.

Parents may not enter the Barracks Area at any time.

DRILL CARDS

DRILL CARD "A"

LPO REPORTS
FORWARD MARCH
COLUMN RIGHT
CLOSE MARCH
EXTEND MARCH
COLUMN RIGHT
RIGHT FLANK
LEFT FLANK
COLUMN LEFT
COLUMN LEFT
TO THE REAR
TO THE REAR
MARK TIME
FORWARD MARCH
COLUMN LEFT
COLUMN LEFT
EYES RIGHT
READY FRONT
HALT
REPORT DRILL COMPLETE

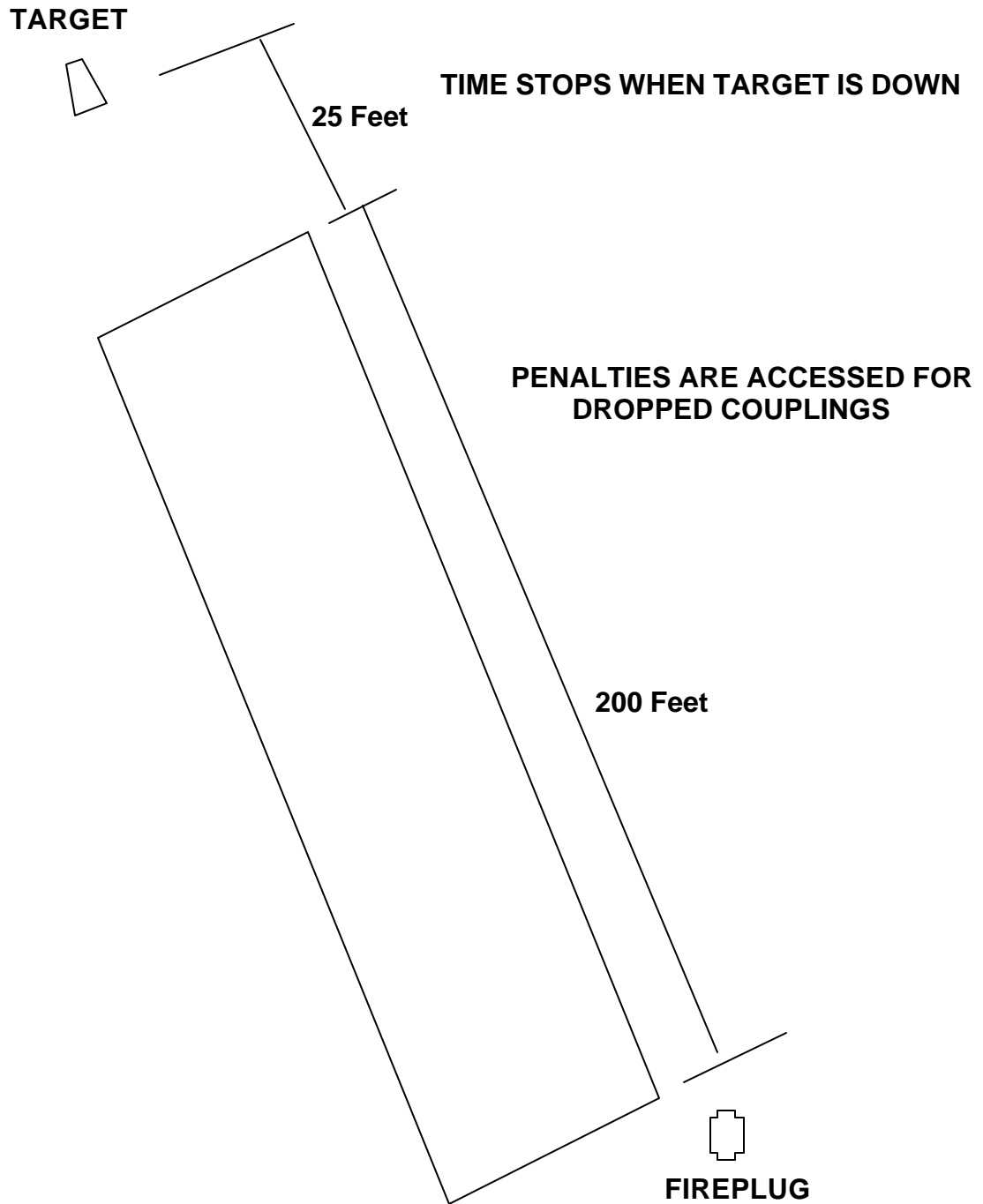
DRILL CARD "B"

LPO REPORTS
FORWARD MARCH
COLUMN RIGHT
TO THE REAR
TO THE REAR
COLUMN RIGHT
CLOSE MARCH
EXTEND MARCH
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
CLOSE MARCH
EXTEND MARCH
MARK TIME
FORWARD MARCH
COLUMN LEFT
COLUMN LEFT
EYES RIGHT
READY FRONT
HALT
REPORT DRILL COMPLETE

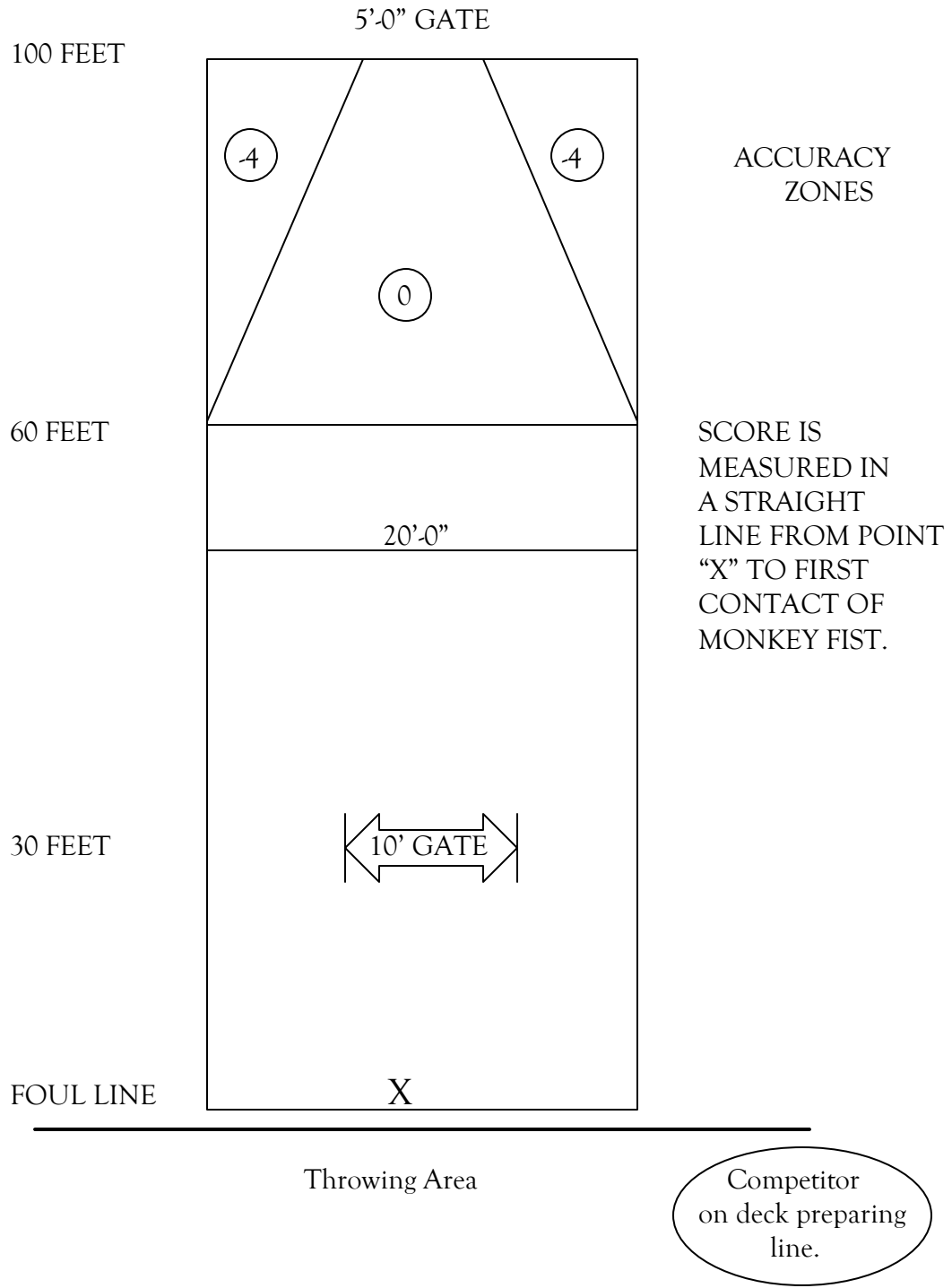
FIRE FIGHTING



Four hose carriers and a hydrant man start behind line.

Rolled or folded hoses may be carried or be on the ground at the start, but must be carried, not dragged, during the event.

HEAVING LINE



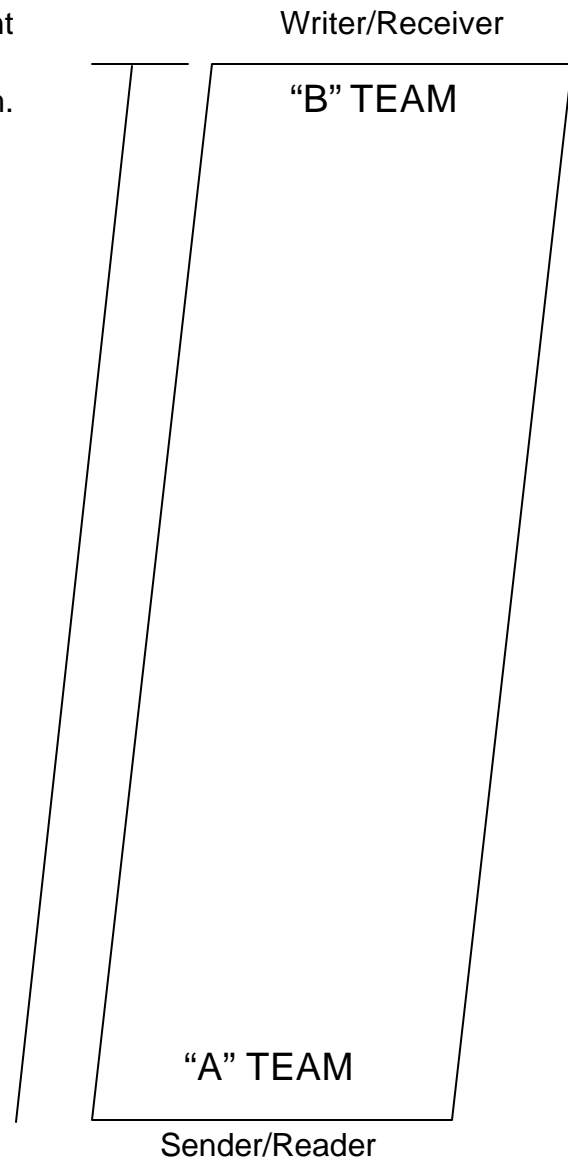
SEMAPHORE

Time starts from "down" of first BT by "A" Team
5 groups of 5 letters sent from "A" to "B".

Immediately a different 5 group reply is sent
From "B" to "A"

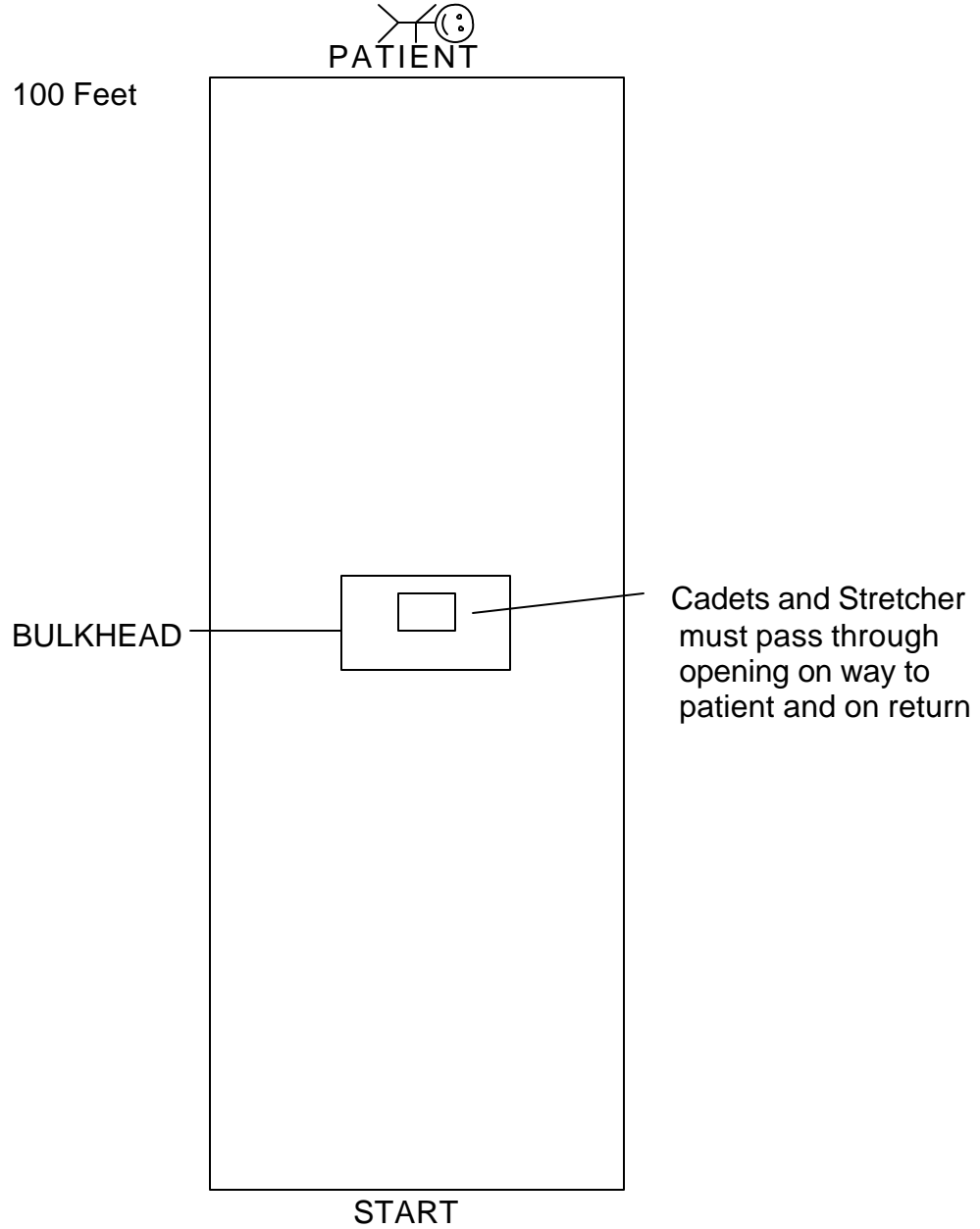
Time stops on down of last BT by "B" Team.

Environmental noise is not to be
taken into consideration.
It is up to the Reader to make the
Sender hear and
up to the receiver to make the
writer hear the phonetic alphabet



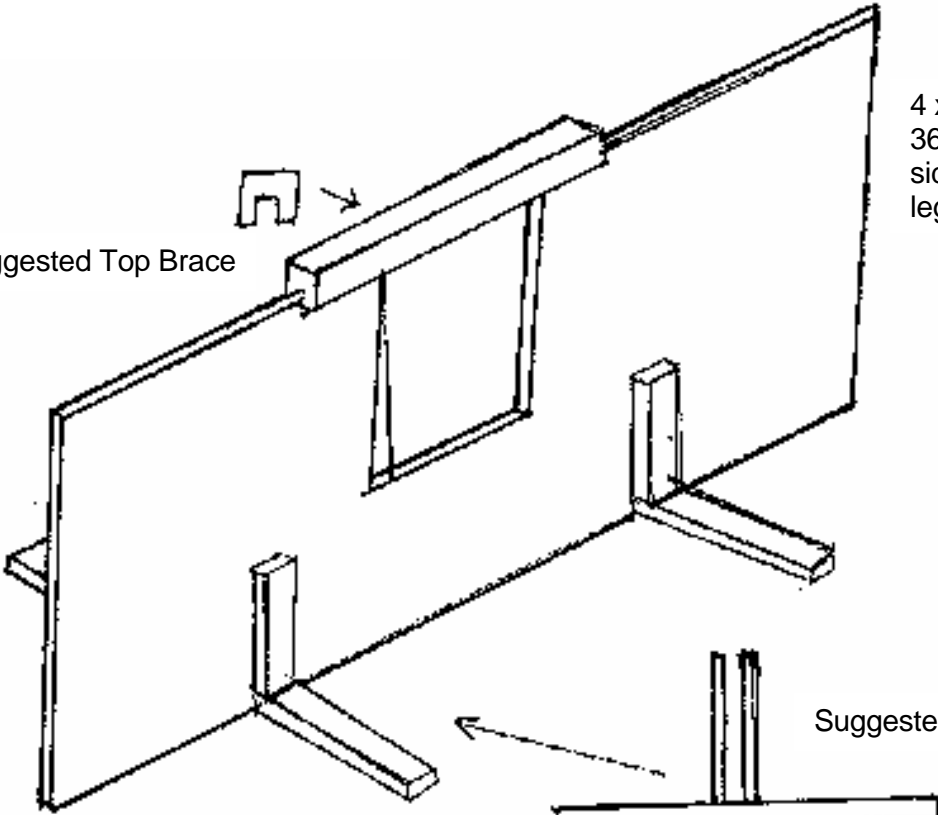
Teams can ask for a repeat IMI but must judge time against accuracy.

STRETCHER RACE



Team starts and ends here with stretcher.
Team will answer one first aid question upon return with patient.

Suggested Top Brace



4 x 8 sheet of plywood with a 36" square hole against 1 side (top). Brace on top & legs to brace.

Suggested Leg Braces

