

Honor Guard Competition

Standard Operating Procedure

Created For



The Florida Public Service Association, Inc.

By



John K. Marshall, The DrillMaster

www.thedrillmaster.org

DrillMaster Competition Honor Guard SOP

The following pages will detail all necessary requirements to gain eligibility for this event. The SOP covers all aspects of the competition. Also included are the Rights and Waiver Forms.

1. TO ENTER:

In order to compete in any DrillMaster Summer Competition Series event, you must:

1. Complete entrance form and choose which phase(s) in which the team will compete.
2. Confirm entrance with event director.
3. Team makeup: no less than five and no more than 10.

2. ELIGIBLE EQUIPMENT:

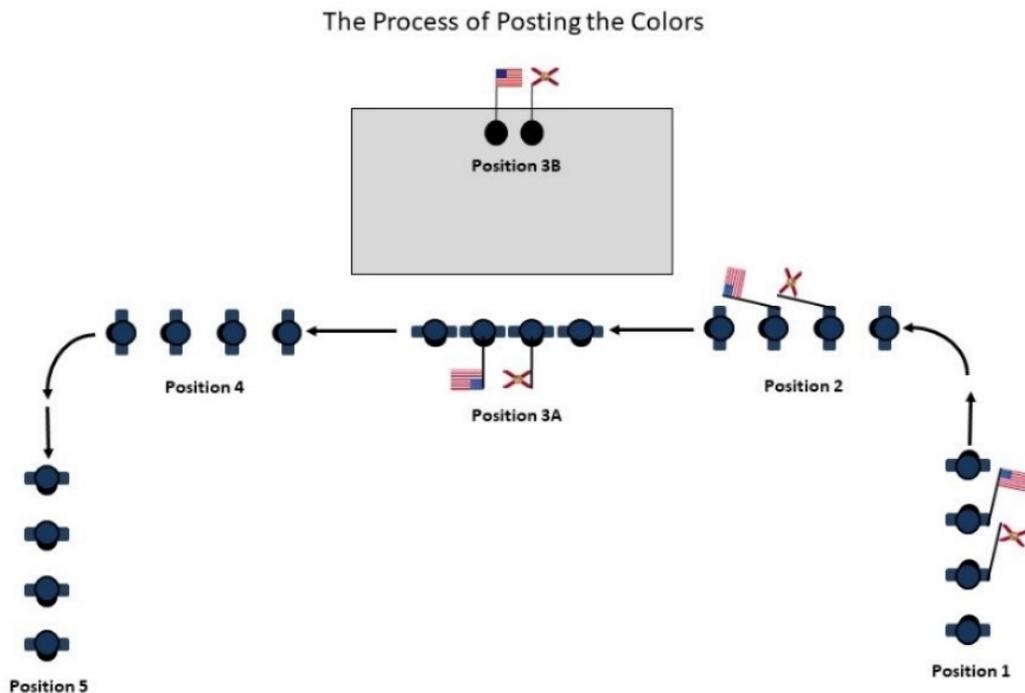
1. **Eligible Equipment** (must weight 8.5 lbs or more):
 - Demil'd M-1 Garand, M-14, or M-1903
 - Glendale DrillAmerica M1 or M1903A3 Replica
 - Daisy Drill Rifle 1903A3 Replica
 - A color guard or "spinnable" saber
 - Standard saber or sword
 - Color guard rifle or DrillMaster iDrill Rifle (approx. 2lbs)
2. Non-replica rifles must be demilitarized.
3. Must have an adjustable sling attached to the rifle.
4. Prior to competition, rifles will be inspected (parts intact) by the Timing and Penalties Judge.
5. **Bayonets:** Bayonets are not authorized for color guard and unnecessary for all other ceremonial elements.

3. PHASES:

1. **Inspection:**
 1. Timing will be no more than 10 minutes.
 2. The team forms in platoon formation, no more than three squads.
 3. Once the team falls-in, the commander marches the team into the inspection area, has the team execute Present Arms, reports to the Head Judge (HJ), has the team Order Arms and then goes through the Open Ranks procedure outlined in one of the military service manuals (team's choice).
 4. There is *no* team preparation time, preparations happen *before* the team's inspection time. Judging begins when the first member of the team crosses the inspection area boundary.
2. **Colors:**
 1. Timing will be no more than 10 minutes.
 2. A team with four members posts the colors.

DrillMaster Competition Honor Guard SOP

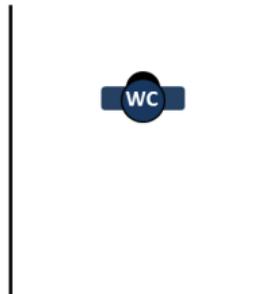
3. Guards may carry the same of either of the pike pole, fire axe or rifle.
4. You may leave the guards in place or the guards may proceed to the stands. However, the team must present the color to the audience first for the National Anthem (not played during the competition), then post and depart.
5. The team will immediately reform and formally retrieve the colors in a similar manner.
6. The American flag must be carried. The second flag may be the Florida state flag or a departmental flag. Thin line flags are not authorized.
7. Technique throughout the process will be graded. Positions are identified for reference.
8. RESTRICTIONS: Absolutely no exhibition drill movements are ever authorized for a color guard. Swords and sabers are not authorized for unmounted color guards, hence, no swords and sabers for this competition.



3. Casket Watch:

1. Teams will be unarmed.
2. Timing will be no more than 10 minutes.
3. A team of three enters for the Initial Watch.
4. Another team of three enters for Watch Guard change.
5. And a then a single individual enters for the Final Watch Guard pickup. Procedure is up to the team, setup should be like this:

DrillMaster Competition Honor Guard SOP

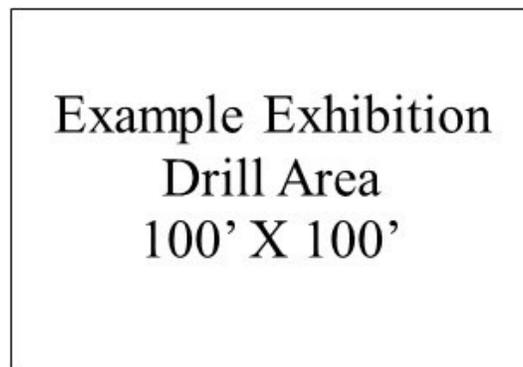


4. Two-Man Flag Fold:

1. Two team members enter with a folded flag, unfold the flag, refold it and present it to the Head Judge. Think of the HJ as the next of kin (NOK).
2. The flag travels on the right.
3. Setup should be in front of the HJ.
4. "Man" means position.

5. Drill Team:

1. The drill area size is 100' x 100'.
2. Timing will be no less than six minutes and no more than 10 minutes.
3. The team may enter from anywhere.
4. Mandatory to report-in to HJ at either the beginning of the performance or before.



HJ

DrillMaster Competition Honor Guard SOP

4. JUDGING:

DrillMaster-sanctioned competitions employ the World Drill Association's adjudication system created by John Marshall, The DrillMaster. The system provides a different approach to standard judging. It thoroughly dissects a performance by giving each judge a different aspect of the performance to analyze.

1. Judging consists of the following captions:

1. Overall Effect (OE)
2. Composition Analysis (CA)
3. Equipment (EQ)
4. Movement (MV)
5. Timing and Penalties* (TP)

*Not a caption, but a position, must have a stopwatch.

2. Captions may also be combined:

1. OE/CA
2. EQ/MV
3. (TP)

3. Any caption can be the Head Judge (HJ).

4. The HJ is positioned at the center, off of the drill area.

5. Judges (except Head Judge) may move around the competition area during the performance but must replicate that movement for each subsequent performance.

Timing and Penalties:

1. Timing and judging start when the first team member crosses the boundary.
2. Timing and judging end when the last team member crosses the boundary.
3. Point Deductions (see also the Timing and Penalties score sheet)
 - Any part of the competitor's body or rifle passing the boundary.
 - Drop- equipment leaves the hands completely.
 - Hit- equipment leaves the hands (not a toss or throw), but is immediately recovered.

5. AWARDS:

- *First Place Inspection*
- *First Place Colors*
- *First Place Casket Watch*
- *First Place 2-Man Flag Fold*
- *First Place 6-Man Flag Fold*
- *First Place Drill Team*