



# 2007 REGION 9-1 FLAGSHIP EVENT JUDGING CRITERIA

**General** Minimum team size: 8 cadets, maximum 20 cadets (including team coxswain). Maximum: one team per unit. Navy League ships cannot enter teams, but Navy League Cadets may participate (in all but the hose charging event) as members of NSCC unit teams.

- The entire team will muster at each event, even those at which not all members participate.
- The team coxswain will inform the event recorder upon their arrival at the event site. The event recorder will fill out a score sheet for the team and will, at the appropriate time, have the team coxswain report their readiness to the event OIC. At the conclusion of the event, request permission to carry on, then march off to the next event.
- Teams will be graded on proper military deportment and sportsmanlike conduct.

**Uniform of the day on Saturday:** Dungarees (utilities). Leather shoes may be worn for the color guard, close order drill, and knockout events. Gym shoes may be worn for other events.

**Uniform of the day for the Sunday review:** Dungarees (utilities) with leather shoes.

## Military Events

**Platoon Close Order Drill Without Arms.** *All hands (Note: If the team coxswain chooses, one (and only one) team member may be excused from participating in this event).*

Provided: Drill area approx. 90' x 70', perimeter marked with traffic cones.

- The team coxswain, **(or other team member designated for this event)**, will drill the team in column of twos, **without guidon or guide**. All of the standard drill commands listed below will be graded. At the order of the judge the coxswain will have the cadets fall in, properly dress and align, then report the team as ready for competition. Upon being told to carry on, the coxswain will drill the platoon so as to demonstrate the required movements, within the parameters of the drill area, and in seven minutes. **One of two possible drill card with the required movements will be provided. There should be at least five paces between drill movements. Additional movements may be made only if necessary to remain within the drill perimeter. Drill movements which are repeated will only be judged on the first execution.**

- The coxswain's proficiency, including command voice, will be included in the evaluation.

- The following movements will be graded will be included on the provided drill card (preparatory or execution commands necessary to accomplish them are not necessarily shown):

FALL IN

NORMAL DRESSING

AT EASE

ATTENTION

FORWARD

TO THE REAR

CHANGE STEP

COLUMN MOVEMENTS (LEFT AND RIGHT, HALF LEFT AND HALF RIGHT)

FLANK MOVEMENTS (LEFT AND RIGHT)

OBLIQUE MOVEMENTS (LEFT AND RIGHT)

EYES RIGHT

PARADE REST

HALF STEP (LEFT AND RIGHT)

- Movements are to be executed in accordance with the Marine Corps Drill and Ceremonies Manual (NAVMC 2691), which is available on line at <http://resources.seacadets.org/> (click on Military Directives, then SECNAVINST 5060.22.)

- If a mistake in an order is given, the command "AS YOU WERE" may be given prior to the command of execution by the cadet in charge with no deduction in score.

**Color Guard**      *Four team members will participate.*

Provided: Drill area approx 70' x 70', perimeter marked with traffic cones, designated reviewing stand with flag stands on either side, actual or simulated tables and chairs

- There are no restrictions on the use of leggings, slings, helmets, etc., but grading will be on performance, not personal appearance. The color guard commander must be the ensign bearer.
- At the scheduled time, the Color Guard Commander will report the color guard to the Event Recorder. The color guard should be equipped and ready for the event, with the Colors **still cased**. Weapons **must** be non-operational, but handled as though they were capable of live firing. Points will be deducted for Colors without some form of casing.
- The event combines orders needed for both situations in which color guards typically perform:
  - An outdoor parade, including an eyes right, and
  - An indoor presentation, including presenting, posting and retiring of the Colors.

**FIRST HALF OF EXERCISE:** **Simulating an outdoor parade.** Fall in at order Colors (Colors cased) at the edge of the drill area specified by the judges. When told to carry on, uncase the colors, then march on the route specified by the judges, wheeling as necessary, and dipping the organization flag when passing the reviewing stand. Countermarch and return to the reviewing stand, wheel to face the reviewing stand, then halt.

**SECOND HALF OF THE EXERCISE:** **An indoor color guard, presenting, posting, and retiring the Colors.** Carrying on from where you halted in front of the reviewing stand, give the proper orders for the color guard to carry out its duties as the following occurs:

The judge will state "Ladies and Gentlemen, please stand for the National Anthem." After a short pause, the judge will specify that the first notes of the National Anthem are being played.

The judge will announce the last notes of the National Anthem. The judge will then announce "Post the Colors." (Flag stands will be provided on either side of the reviewing stand). After posting the Colors, the color guard will reform in front of the reviewing stand, standing at Parade Rest.

When the judge orders "Retire the Colors", the color guard commander will give the orders necessary to retrieve the Colors, reform the color guard, then march off to the perimeter of the drill area, where they will halt and go to Order Colors.

**Knockout Drill**      *All hands will participate.*

Standard drill commands will be given, with cadets eliminated from ranks as discrepancies are noted. Depending on the event schedule, knockout may be done by teams, with the final four members from each team qualifying for a final round with other teams. Points will apply to team scores.

**First Call**      *Eight team members will participate.*

Two 4-cadet color parties (one for morning colors, another for evening colors) perform Colors properly, with appropriate honors and precision.

- Provided:      6' x 10' ensign (A smaller one may be substituted by the judges depending on available facilities)

Flagpole or mast (or mockup) with halyard and cleat (The ensign will fit the available halyard fittings which, depending on facilities, may be equipped with two snap hooks, or with a snap hook on the uphaul and a ring on the downhaul)

Recorded bugle calls: First Call will be sounded at the beginning of the each half of the event.

For morning Colors: Attention, To the Colors, Carry On

For evening Colors: Attention, Retreat, Carry On

- **Procedure** At the beginning of the event the bugle call "First Call" will be sounded by the judge. Upon reporting the team, the coxswain will provide to the event judge the names of the four-cadet morning color party, who may then briefly examine the halyard and fittings of the mast, flagpole, or equivalent.

Remaining team members will fall in on a spot designated by the judge, and will observe and participate in both morning and evening colors as though at quarters.

The color party will fall in on a designated spot around 30' from the halyard. The judge will present the properly folded ensign to the color bearer, which, if not of the same rank, must be the senior of the four cadets. Upon the judge announcing "Two minutes to colors" the color party will march to the halyard, and prepare the ensign for hoisting. Following the sounding of the bugle call "Attention" on the first note of the bugle call "To the Colors" the ensign will be hoisted *smartly* to the truck, or peak as specified. Following the bugle call "Carry On" the color party will march back to the starting point and remain until dismissed by the judge.

"First call" will then be sounded for evening colors. The evening color party will then report to the judge, who will briefly permit them to examine the halyard and fittings, following which they will fall in on the designated spot. Upon the judge announcing "Two minutes to colors" the color party, under the direction of the color bearer (who must be the senior cadet of the three) will march to the mast or flagpole and prepare to lower the colors. Following the bugle call "Attention" on the first note of the bugle call "Retreat" the color party will lower the ensign *handsomely*. Following the bugle call "Carry On" the color party will properly fold the ensign, then march to the designated location, where it will be presented to the judge.

K Bugle calls (and other military and ceremonial music) can be publicly downloaded from the following Air Force internet site: <http://www2.acc.af.mil/music/ceremonial/tunelist.html> Among those available:

- #17. First call
- #16a. Attention
- #11 Morning Colors (known as "To the Colors" in the Air Force)
- #16b Carry On
- #12 Evening Colors (known as "Retreat" in the Air Force)

## Seamanship Events

### **Heaving Line -- *Eight participants per team.***

Provided: Heaving lines, target circles, railings, safety helmets

- Following instructions by the Event OIC, the first four throwers will have three minutes to each coil a heaving line, make one practice throw, and recoil the heaving line. Then the four throwers will have a two-minute period in which **up to five throws** may be made to drop on or beyond a 12-foot wide line 45 feet from the throwing point. The throwing point is behind 32" high tables or chairs simulating a ship's railing; stance is to be within 5 feet of the railing. Side arm is the most effective stance; underarm throws will not clear the rail. The procedure is repeated for the second four throwers. Points will be given for each successful throw. A 60' braided polypropylene heaving line will be provided.

### **Marlinespike Seamanship -- *Eight participants per team.***

Provided: Horizontal bar or hawser, knot-tying cordage, 3/8" 3-strand manila for splicing, whipping twine, seaman's knife.

- Each cadet will have **two minutes** to attempt all SIX of the following knots: clove hitch, figure eight, round turn & two half-hitches, reef knot, double sheet bend (double becket bend), and bowline. Six points per successful knot, additional points may be earned based on speed.
- Knots may be required to be tied in ways related to their use, i.e. the cadet may be required to tie the bowline around his/her waist. Two lines of different diameters may be given to be joined by a double sheet bend.

- The team will be issued a six-foot length of 3/8" manila line and a length of whipping twine. The team will have ten minutes (at the same time knots are being tied) in which to demonstrate an eye splice, a back splice, and a common (plain) whipping. A seaman's knife will be provided. Up to 15 pts. for each good splice, 10 pts. for the whipping. Three tucks should be put in both splices. The eye splice should be made such that a strain would be taken equally by each strand.

### **Line Handling** --*Five participants per team*

Provided: Approx. 80' length of hawser

- Each of three legs will be run and timed separately, the scores, based on time, to be combined for an event total. Deductions for incorrect, sloppiness, or unsafe handling.
- First leg: The team will run 50 feet to a hawser which they will then move 50 ft. further and properly coil down.
- Second leg: After a 30-second rest, run the hawser to its original location and fake it down. It should consist of long faking in which the bights at each end slightly overlap each other, as shown in the Bluejacket's Manual or Seaman's rate training manual.
- Third leg: After a 30-second rest, run the hawser to the previous location and flemish it down.

**Boat Fender Relay** *The number of participants for this event will be an odd number closest to the size of the smallest unit team (for example, if the smallest team at Flagship is ten cadets, all teams will select nine cadets to participate in the boat fender relay).*

Provided: 10" diameter boat fender with 5' half-inch diameter pendant attached. Horizontal 42" railing.

- The team will form up behind a start/finish line approximately 50 feet from a 42" high railing to which the first cadet will run and secure the boat fender with a slipped clove hitch. Upon being tagged, the next cadet in line will run and retrieve the fender, handing it off to the third cadet in line, who will run up and secure it once again.
- Each team member will run twice in rotation. With an odd number of participants, this means that each cadet will secure the fender once, and remove it once. The last cadet will secure the fender with a clove hitch. All previous tucks will secure it with a slipped clove hitch. The fender is to hang down from the "inboard" side of the rail, that is, facing the cadet, and may not touch the deck.
- Scoring will be based on elapsed time, minus infractions for incorrect or unsafe handling.

## **Other Events**

**Semaphore** *Eight participants (a recorder and a signalman team on each of four "ships")*

Provided: Four pairs of semaphore flags, clipboards, messages, message blanks, pencils.

- The recorder & signalman partners from "Ship Alpha" send a semaphore message to the pair (signalman and recorder) from "Ship Bravo." When the message has been received and written down, "Ship Bravo" sends a different message back to "Ship Alpha," which is also written down.
- At the same time, the partners from "Ship Charlie" send to "Ship Delta;" then "Ship Delta" sends back to "Ship Charlie."
- The judge will hand the written message to the recorder of the sending ship who **stands back-to-back** with the sending signalman. The recorder verbally tells the signalman what message to send. Extra points will be given for use of the phonetic alphabet ("Golf, Tango, Papa" rather than "G, T, P"). The message will be five groups of five letters each.

- On the receiving ship, **both the signalman and the recorder** may look at the sending ship to read what is being sent to them. The signalman responds to the message, the recorder writes it down.
- Five points will be given for each correct letter recorded, with a 50 point bonus if the entire message is received in 2 minutes or less. 40 pt. bonus per correct letter for 2-3 minutes, 20 pt per correct letter for 3-4 minutes. The maximum time permitted per sender is 5 ½ minutes..
- Up to 25 point bonus for the proper use of procedure signs (front, C, EPFE, K, R, etc.). Up to 25 pts bonus for proper use of phonetic alphabet between recorder and sender.

*K An internet site where you can learn semaphore and test yourself:  
<http://www.envmed.rochester.edu/wwwrlp/flags/flags.htm>*

## **Hose Charging -- Five participants per team.**

Provided: Four 50-foot lengths 1 3/4" hose, nozzle, hydrant and fire engine, nomex hoods, gloves, helmets, target barrels or cones, 250' paved street.

- Dungaree sleeves and collars buttoned, trousers tucked into socks. Gym shoes may be worn.
- After reporting to the Event Recorder, the team will stack four 50-foot lengths of 1 3/4" pre-wet hoses in coil or double-doughnut coil; with the nozzle on top of the coil. Ten feet from the coil they will lay out in line nomex hoods, leather gloves, and helmets for the team.
- Team will then fall in on a line 10-feet farther. On a signal from the judge, the team will don the hoods, gloves and helmets, carry out and connect hoses to hydrant or fire engine, attach the nozzle, charge the hose, and knock down the target barrel 50 feet from nozzle.
- Scoring is based on speed, safety, and proper use of equipment. At least three cadets must man nozzle end. Spanners will not be issued, connections are to be hand tight, with no significant leakage. Positive control by team coxswain is a must. The hose is not to be charged without appropriate signal from the nozzleman. Care must be taken to avoid thread damage on male couplings.

## **Stokes Stretcher Carry Seven cadets will participate.**

Provided: One Stokes litter, blankets, any needed items for improvising first aid.

- Upon reporting to the event location, the judge will select one of its members as the victim, who will be sent to the designated site. The remaining six team members will be timed as they pick up the Stokes stretcher and equipment, proceed along a specified route to the victim's location, examine the victim for any first aid required to stabilize his/her condition, place the victim in the Stokes stretcher and lash into place, and carry the victim to the designated location, and remove him/her from the stretcher.
- The stokes stretcher that we use will likely *not* be equipped with web belts and buckles. A ten-foot lashing rope MAY be provided.
- Scoring: Speed is important, but is secondary to safety and proper care, which is foremost. Coordinated and careful lifting of victims, and of the Stokes stretcher, is essential to avoid injury to participants. The stretcher is to be properly padded, and victims are to be carried feet first. Dropping the victim or other blatant safety violation will result in disqualification.

Additional event if scheduling permits:

**The Bermuda Rectangle -- The number of participating cadets will be determined at Flagship.**

Each of the selected participants is a ship in the fleet of the Queen of Chicagonia. Convinced that her fleet is the most powerful on the sea and afraid of nothing, the Queen orders her ships to sail across the uncharted and deadly sea known as the Bermuda Rectangle.

Her admiral, fearful of the perils that await, orders only one ship at a time to sail.

The score depends on how many manage to safely navigate the treacherous sea without coming to grief by iceberg, reef, giant swordfish, or humungous octopi.