

Purdue 43nd Annual Drill Meet SOP

07 February 2016

Hosted by: Purdue Army Corps of Cadets

2016 Purdue Army ROTC Drill Meet Manual

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SECTION 1: GENERAL INFORMATION

A. INTRODUCTION

The annual Purdue Army Drill Meet will be held on Saturday, 07 February 2016, in the Armory building, located on the campus of Purdue University. The meet has a long and distinguished history, the 2015 Meet being the 42nd anniversary. Every year some of the top Junior ROTC drill teams come to Purdue to compete at one of the few remaining drill meets sponsored by a major university's SROTC program. The competition will run from 0630 until approximately 1900 hours. This document maintains copyrighted materials in use for the National High School Drill Team Championships. Permission has been granted for this use by NHS DTC Event Manager, Sports Network International For event details, training materials or other drill information, please contact SNI Competition Director Justin Gates at: 800-327-9311 / drill@thenationals.net / <http://drill.thenationals.net>.

B. REGISTRATION and FEES

You should register early for the meet. While faxed registration forms and emailed forms will be accepted, they must be followed by a check for at least half the total amount of the entrance fees. Your slot cannot be guaranteed if the payment is not received by that time

1. You will need to pay 50% of registration fees NLT 15 December 2015.
2. You will need to pay 100% of registration fees NLT 14 January 2016.
3. At the time of registration, a team will be given the following items:
 1. Receipt for payment (including any refunds)
 2. Participant Roster (to be returned to the registration table with any changes)
 3. Final schedule
4. At least four teams must compete in an event for the event to be scheduled and held. Schools will be notified of any event cancellations and refunded appropriately.
5. IDR Knockout tickets will be sold the day of the meet at the registration table for both the armed and unarmed events. Cost of the tickets is \$1.00 for each person per event.
6. A letter confirming your registration will be mailed to your unit upon our receipt of the registration form and the fees. We will also attempt to confirm your registration by telephone or email.
7. The drill schedule with your drill times, dressing rooms, and any changes will be emailed out NLT 1 week prior to the event.

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C. EVENTS

The 2015 events are:

- a. Armed IDR Platoon
- b. Armed IDR Squad
- c. Armed Exhibition Platoon
- d. Armed Exhibition Squad
- e. Unarmed Exhibition Platoon
- f. Unarmed Exhibition Squad
- g. Armed Exhibition Duet
- h. Exhibition Individual
- i. Color Guard
- j. Armed IDR Individual knockout
- k. Unarmed IDR Individual Knockout

Event limitations:

1. No limit is placed on the number of teams a school may enter per event (Exception: Only 2 teams are permitted in the Color Guard event).
2. An individual may only participate once in any particular event. (e.g. if a school fields two Armed IDR platoons, an individual cadet may not compete in both platoons).
3. IDR Knockout Competition will take place after the last team or individual event (estimated time is around 1730 hrs).
4. Armed IDR Knockout will be first. After competition the Unarmed IDR Knockout will commence.
5. No limit is placed on the number of individuals per school entered in the IDR Individual Knockout Competition
6. An individual may participate in both the armed and unarmed IDR events.

D. TIMELINE - tentative

0630-0730	Check-in/Registration
0730-0715	Commander's In-Brief
0800-1200	Armed Exhibition Duet
0800-1200	Exhibition Individual
0800-1200	Color Guard
0800-1200	Armed IDR Squad
0800-1200	Armed Exhibition Squad
0800-1200	Unarmed Exhibition Squad
1200-1530	Armed Exhibition Platoon
1230-1700	Armed IDR Platoon
1530-1730	Unarmed Exhibition Platoon
1730-1745	Armed IDR Individual Knockout
1745-1800	Unarmed IDR Individual Knockout
1800	Award Presentation

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E. JUDGES

1. Non-Commissioned Officers (NCOs) or Drill Sergeants from active and reserve units judge all competition events.
2. Each team of judges has a designated head judge.
3. The head judge will be positioned for report in and out.
4. Only exhibition teams may reposition the head judge within the floor boundaries for reporting in and out.
5. Each event will be judged by the same judging team to ensure consistency and fairness.
6. Judges' decisions are final. Any appeals will be brought to the attention of the Drill Meet Officer (DMO) Cadet CSM or Drill Team Advisor (DTA) SMI
7. All judges will be addressed as either **“Sergeant”** or **“Drill Sergeant”**.

F. AWARDS AND TROPHIES

The awards ceremony will be the last event of the drill meet and will immediately follow the unarmed IDR competition.

All will be discussed with the SMI before announcing the awards. Any issues will be discussed with the JROTC Cadre prior to the award ceremony.

1. First, Second, Third place trophies are awarded for the following events:
 - a. Armed IDR Platoon
 - b. Armed IDR Squad
 - c. Armed Exhibition Platoon
 - d. Armed Exhibition Squad
 - e. Unarmed Exhibition Platoon
 - f. Unarmed Exhibition Squad
 - g. Armed Exhibition Duet
 - h. Exhibition Individual
 - i. Color Guard
2. First through third place **trophies** are awarded to cadets for each IDR Knockout competition. Fourth through tenth place will receive **medals**.
3. In the event of a tie in an event listed above, both teams will be rescheduled in the event, judged again, and a new overall score will be tabulated.
4. A trophy will be awarded to the Best Overall Inspection, in both Squad and Platoon IDR Events.
5. Commander's Trophy
 - a. A unit must participate in any combination of three events (listed in c, below) to be eligible for the Commander's trophy. These three events may all be the same. For example, if you have 3 separate platoons, all competing in the armed IDR Platoon event, and these are your three highest scores, they will count for award computation.

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b. The top three scores, by percentage, will be chosen to determine an overall average for the unit. The unit with the highest average will be awarded the Commander's trophy at the end of the competition.

c. In the event of a tie, the highest score in an event common to the units in the tie will be used to determine the winner. The events will be chosen in this rank order:

1. Armed IDR Platoon
2. Armed IDR Squad
3. Armed Exhibition Platoon
4. Armed Exhibition Squad
5. Unarmed Exhibition Platoon
6. Unarmed Exhibition Squad
7. Color Guard

d. If none of the top three scores of the tied units are common, then the highest score in the highest-ranking event (Armed IDR Platoon on down) will determine the winner.

G. SECURITY AND CONTROL

1. Security

a. Purdue Army ROTC places security as its highest priority and does not hesitate to implement corrective action.

b. Security personnel are posted around the dressing areas, the drill area, and wherever deemed necessary by the Drill Meet Staff.

c. Each unit will provide its own weapon security. No weapons will be left unattended.

2. Conduct and Control

The Purdue Army Drill Meet is a military event, run by soldiers of the United States Army and Senior Army ROTC cadets. You will be treated as military professionals by the Purdue staff and Purdue Army ROTC cadre. As such, all cadets and cadre are expected to carry themselves with the appropriate military discipline and courtesy when dealing with the drill meet staff and other schools

H. HOTEL RESERVATIONS

1. It's the responsibility of the attending unit to make hotel reservations. There are a number of excellent hotels in the area, though most are located on SR 26 right off of Interstate 65.

2. The following hotels are located within twenty (20) minutes of the Purdue Armory:

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HOTELS

TELEPHONE- area code (765)

Family Inn	463-9511
University Inn	463-5511
Lafayette Inn	447-4131
Holiday Inn	567-2131
Holiday Inn Express	449-4808
Homewood Express	448-9700
Best Western	447-3885
Howard Johnson	447-0575
Ramada Inn	447-9460
Signature Inn	447-4142
Comforts Suites	447-0016
Fairfield Inn	449-0083
Knight's Inn	447-5611
Lee's Inn	1-800-733-5337 or 447-3434
Red Roof Inn	448-4671
Econo Lodge	743-9661
Budget Inn	447-7566
Union Club Hotel (on campus)	490-8900

I. ARMORY VISIT

Schools are welcome to visit the Purdue University armory prior to the event in order to see the drill floor. All visits must be coordinated in advance with the Drill Meet Staff. You may take visitation arrangements by emailing MSG Gibson at gibso101@purdue.edu.

J. PARKING

Parking is limited on the campus of Purdue University. Parking will be available for busses directly behind the Armory on the north side parking lot (just off University Street). Privately Owned Vehicles (POV's) may be parked in the parking garage on the corner of 3rd and University Street.

K. CONCESSIONS

Concessions will be sold at the Purdue Armory on the day of the meet. There are also a number of eating establishments located in the West Lafayette area that are in walking distance from the Armory.

Types of Concessions that will be sold:

Hot dogs, Chips, Soda, Bottled Water, Gatorade, Candy, Coffee, Juice, and other assorted snacks.

1. Schools are welcome to bring food and beverages into their dressing rooms. Schools will be held responsible for cleaning up.

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L. SPECTATORS

Spectators are welcome to attend the drill meet. There will be seating provided at the west side of the drill floor. Spectators are expected to treat the competitors with courtesy and respect. Please adhere to the following guidelines:

1. Please be silent while a team or individual is competing. They have practiced long and hard to achieve the degree of precision and difficulty.
2. Please make use of the trash receptacles located in the armory.
3. Parking on the Purdue Campus is limited, but usually not difficult to find on a Saturday. There should be adequate parking in the parking garage on the corner of 3rd and University Street.

M. DRESSING ROOMS

Dressing rooms will be made available for each team in a building separate from the armory. Walking distance is approximately 200 meters, so schools should plan for inclement weather.

1. Purdue AROTC Cadets will provide security of the dressing rooms, though it is highly encouraged that schools not leave any article unattended. Purdue Army ROTC and the Purdue Honor Guard will not be responsible for any missing, lost, or stolen items.
2. Each school will be assigned a dressing room for the duration of the drill meet.
3. Schools are responsible for the police of their rooms. All rooms will be left in the same condition found, and all trash will be removed from the room.
4. Schools must have their rooms inspected and cleared by a drill meet staff member prior to leaving the drill meet.
5. Vandalism, graffiti, and or damages brought to the attention of the drill meet staff will be reported to the attending school's administration.

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SECTION II: TEAM SPECIFICATIONS

A. GENERAL

1. IDR Teams will be judged according to the Army Field Manual 3-21.5, **Drill and Ceremonies, dated July 2003**.
2. The following specifications dictate the number of personnel required for an event:
 - a. **Platoon:** Maximum is 32 personnel
Minimum is 13 personnel
 - b. **Squad:** Maximum is 11 personnel
Minimum is 9 personnel
3. All teams must enter and exit the drill floor only through the designated opening. No exceptions will be made.
4. No restriction is placed on the arming of the commander. (i.e. the commander may be armed with a saber, rifle, or unarmed).
5. No restrictions are placed on the team uniforms, but all team members must be in the same uniform. The only team member authorized to deviate uniforms is the team commander.
6. The M1, M14, M1903, M16, and their modifications (i.e. heavy or light weighted) are the only weapons used in the drill meet.*
7. Timing begins when the judging Drill Sergeant says "Take charge of your unit".
8. When reporting in/out the team commander should:
 - a. Address the head judge by his/her rank.
 - b. State their team's name.
 - c. State the area of competition.
 - d. Request permission to begin/end competition (**example: "Drill Sergeant, the Wildcats from Northview High School request permission to begin (end) the Armed Platoon competition."**).
10. Guide-on bearers may not be used during the competition.
11. All teams participating in IDR Platoon and Squad will take part and be scored in the inspection event of the Drill Meet.

*If a team wishes to use light weighted modifications of said weapons above in the Exhibition Events of drill meet, that team's score will be scaled in accordance with the difficulty scale of light-weighted weapons (Annex C & E)

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Scoring and Penalties

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

1. All scores are posted as soon as they are tabulated and checked.
2. The top three scores are indicated on the scoreboard and updated every half-hour.
3. The top teams from each event will be announced at the awards ceremony at the end of the Drill Meet.
4. Only authorized Purdue personnel are allowed in the scoring room or permitted to handle the score sheets.
5. Questions or conflicts regarding scoring should be referred to the DMO, and may only be raised by the DTA. Students must first raise any issues through their advisors.
6. No penalties will be assessed for using a drill card during the competition; however, only the drill commander will be allowed to use a drill card.
7. IDR Knockout Scoring.
 - a. Approximately ten (10) judges will observe the event.
 - b. All commands will be standard U.S. Army drill commands found in Field Manual 3-21.5, Drill and Ceremonies. Trick command, marching movements, and Inspection Arms will not be given.
 - c. The final ten participants will be ranked first through tenth in each event (armed and unarmed).
8. The following penalties may be assessed to any event:

	TYPE OF VIOLATION	PENALTY	ASSESSED BY:
1.	Failure to finish within the designated time constraints	1 point/each second over or under	Timing
2.	Failure to remain within the boundaries	5 points/each infraction	Head Judge
3.	Failure to adhere to the designated team size specifications	5 points/each member over or under	Timing
4.	Failure to adhere to the Silence Control Measures	5 percentage points from the unit's overall score at the end of the competition	DMO
5.	An individual participating twice in the same event without prior approval	Both teams are disqualified	Scoring

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

C. Event Requirements

Armed IDR (PLT and SQD)

Weapons:	Required
Time:	Maximum - 10 minutes Minimum - None
-Inspection arms is required, for 250 points of total score.	
-See annexes A and B for score sheets.	

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Armed Exhibition (PLT and SQD)

Weapons:	Required
Time:	Maximum - 9 minutes Minimum - 6 minutes
-The appearance category on the Exhibition score sheet is completed as a marching inspection from the point that the first member enters the drill floor to the point that the commander reports in.	
- See annex C for score sheet.	

Unarmed Exhibition (PLT and SQD)

Weapons:	None
Time:	Maximum - 8 minutes Minimum - 5 minutes
-The appearance category on the exhibition score sheet is completed as a marching inspection from the point that the first member enters the drill floor to the point that the commander reports in as required.	
- See annex D for score sheet.	

Armed Exhibition Duet

Weapons:	Required
Time:	Maximum - 3 minutes Minimum - 2 minutes
- Armed Exhibition duet is comprised of two individuals.	
- See annex E for score sheet.	

Individual Exhibition

Weapons:	Required
Time:	Maximum - 3 minutes Minimum - 2 minutes
- See annex E for score sheets.	

Color Guard

Weapons:	Required for guards.
Time:	Maximum - None Minimum - None
- Color Guard teams will not report in or out.	
- Colors will be uncased and at carry before entering the drill floor.	
- The Color Guard is composed of two color bearers and two guards.	
- The commander carries the National Colors and the other bearer may carry either school or organizational colors.	
- See annex F for score sheets.	

IDR Knockout

Weapons:	Required for Armed event only.
Time:	Maximum – n/a Minimum – n/a

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**ANNEX A
ARMED IDR SQUAD SCORE SHEET**

School _____ Drill Manual _____

Position for Report	0	Right Face	3	2	1	0								
Present Arms	4	3	2	1	0	Left Shoulder Arms	5	4	3	2	1	0		
Report	4	3	2	1	0	Forward March	4	3	2	1	0			
Order Arms	4	3	2	1	0	Column Right March	5	4	3	2	1	0		
Right Step March	5	4	3	2	1	0	Column Right March	5	4	3	2	1	0	
Squad Halt	3	2	1	0	Column Half Left March	5	4	3	2	1	0			
Inspection Arms	4	3	2	1	0	Column Half Left March	5	4	3	2	1	0		
Ready Port Arms	4	3	2	1	0	Column Right March	5	4	3	2	1	0		
Right Shoulder Arms	4	3	2	1	0	Right Flank March	6	5	4	3	2	1	0	
Order Arms	4	3	2	1	0	Port Arms	5	4	3	2	1	0		
Left Step March	5	4	3	2	1	0	Left Flank March	6	5	4	3	2	1	0
Squad Halt	4	3	2	1	0	Column Right March	5	4	3	2	1	0		
Parade Rest	4	3	2	1	0	Column Right March	5	4	3	2	1	0		
Squad Attention	4	3	2	1	0	Column Half Right March	5	4	3	2	1	0		
Backward March	5	4	3	2	1	0	Double Time March	4	3	2	1	0		
Squad Halt	3	2	1	0	Quick Time March	5	4	3	2	1	0			
Count Off	4	3	2	1	0	Right Shoulder Arms	5	4	3	2	1	0		
Close Interval March	5	4	3	2	1	0	Column Left March	5	4	3	2	1	0	
Right Face	3	2	1	0	Squad Halt	3	2	1	0					
Left Face	3	2	1	0	Column Half Left March	5	4	3	2	1	0			
Normal Interval March	5	4	3	2	1	0	Column Left March	5	4	3	2	1	0	
						Mark Time March	4	3	2	1	0			
						Forward March	4	3	2	1	0			

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

SUB TOTAL _____

DRILL TEAM COMMANDER (15) _____

-voice, bearing, control

TEAM OVERALL (25) _____

-cadence, discipline, bearing

TOTAL

REMARKS _____

SIGNATURE, JUDGE

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ANNEX B

ARMED IDR PLATOON SCORE SHEET

School _____ Drill Manual _____

Position for Report		0	Counter Column March	6	5	4	3	2	1	0				
Present Arms	5	4	3	2	1	0	Column Half Left March	4	3	2	1	0		
Report		3	2	1	0	Left Shoulder Arms	5	4	3	2	1	0		
Order Arms	5	4	3	2	1	0	Column Half Right March	4	3	2	1	0		
Backwards March	5	4	3	2	1	0	Column Left March	4	3	2	1	0		
Platoon Halt		4	3	2	1	0	Mark Time March	4	3	2	1	0		
Inspection Arms	6	5	4	3	2	1	0	Platoon Halt	4	3	2	1	0	
Ready Port Arms	6	5	4	3	2	1	0	Forward March	4	3	2	1	0	
Order Arms	5	4	3	2	1	0	Column Left March	4	3	2	1	0		
Open Ranks March	5	4	3	2	1	0	Column Left March	4	3	2	1	0		
Count Off		4	3	2	1	0	Half Step March	4	3	2	1	0		
Close Ranks March	5	4	3	2	1	0	Forward March	4	3	2	1	0		
Parade Rest		4	3	2	1	0	Change Step March	4	3	2	1	0		
Platoon Attention		4	3	2	1	0	Port Arms	5	4	3	2	1	0	
Right Step March	5	4	3	2	1	0	Column Right March	4	3	2	1	0		
Platoon Halt		4	3	2	1	0	Column Right March	5	4	3	2	1	0	
Left Step March	5	4	3	2	1	0	Counter Column March	6	5	4	3	2	1	0
Platoon Halt		4	3	2	1	0	Double Time March	5	4	3	2	1	0	
Right Face		4	3	2	1	0	Quick Time March	4	3	2	1	0		
Right Shoulder Arms	5	4	3	2	1	0	Count Cadence Count	4	3	2	1	0		
Forward March		4	3	2	1	0	Right Shoulder Arms	5	4	3	2	1	0	
							Column Left March	4	3	2	1	0		
							Eyes Right	4	3	2	1	0		
							Ready Front	3	2	1	0			

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

SUB TOTAL _____

DRILL TEAM COMMANDER (15) _____

-voice, bearing, control

TEAM OVERALL (25) _____

-cadence, discipline, bearing

TOTAL

REMARKS _____

SIGNATURE, JUDGE

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ANNEX C

ARMED EXHIBITION PLATOON AND SQUAD SCORE SHEET

School _____ (Circle One) Platoon Squad

<u>CRITERIA</u>	<u>SCORE</u>
DRILL TEAM COMMANDER <i>Showmanship</i> <i>Control</i> <i>Voice</i>	(20) _____
CONTENTS OF PROGRAM <i>Difficulty</i> <i>Originality</i> <i>Floor Coverage</i> <i>Lack of Repetition</i>	(100) _____
MANNER OF PERFORMANCE <i>Showmanship</i> <i>Military Bearing</i> <i>Precision</i> <i>Dress and Cover</i>	(100) _____
APPEARANCE <i>Uniform</i>	(30) _____

TIMING

_____ (Minus 1 pt. for each second +/-)

TOTAL DEDUCTIONS _____

TOTAL POINTS: (250)

SIGNATURE, EXHIBITION JUDGE

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

REMARKS _____

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**ANNEX D
UNARMED EXHIBITION PLATOON AND SQUAD SCORE SHEET**

School _____ (Circle One) Platoon Squad

<u>CRITERIA</u>	<u>SCORE</u>
DRILL TEAM COMMANDER <i>Showmanship</i> <i>Control</i> <i>Voice</i>	(20)_____
CONTENTS OF PROGRAM <i>Difficulty</i> <i>Originality</i> <i>Floor Coverage</i> <i>Lack of Repetition</i>	(100)_____
MANNER OF PERFORMANCE <i>Showmanship</i> <i>Military Bearing</i> <i>Precision</i> <i>Dress and Cover</i>	(100)_____
APPEARANCE <i>Uniform</i>	(30)_____

TIMING

_____ (Minus 1 pt. for each second +/-)

TOTAL DEDUCTIONS _____

TOTAL POINTS: (250)

SIGNATURE, EXHIBITION JUDGE

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

REMARKS _____

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ANNEX E

EXHIBITION INDIVIDUAL & DUET SCORE SHEET

SCHOOL: _____

NAMES: _____

<u>CRITERIA</u>	<u>SCORE</u>
DIFFICULTY	(25)_____
ORIGINALITY/VARIETY	(20)_____
PRECISION OF MOVEMENT	(15)_____
MILITARY BEARING AND APPEARANCE	(15)_____
FLOOR COVERAGE	(15)_____
REPORTING PROCEDURE	(10)_____
TIMING	

_____ *(minus 1 pt. for each second +/-)*

TOTAL DEDUCTIONS _____

TOTAL POINTS: (100)

SIGNATURE, EXHIBITION JUDGE

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

REMARKS _____

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ANNEX F

COLOR GUARD SCORE SHEET

School _____

Left Wheel March	5 4 3 2 1 0	Guard Attention	4 3 2 1
Forward March	4 3 2 1 0	Carry Colors	6 5 4 3 2 1
Guard Halt	4 3 2 1 0	Forward March	4 3 2 1
Present Arms	5 4 3 2 1 0	Left Wheel March	5 4 3 2 1
Order Arms	5 4 3 2 1 0	Forward March	4 3 2 1
Right Shoulder Arms	5 4 3 2 1 0	Left Wheel March	5 4 3 2 1
Colors Reverse March	7 6 5 4 3 2 1 0	Forward March	4 3 2 1
Forward March	4 3 2 1 0	Left Wheel March	5 4 3 2 1
Right Wheel March	5 4 3 2 1 0	Forward March	5 4 3 2 1
Forward March	4 3 2 1 0	Eyes Right	5 4 3 2 1
Left Wheel March	5 4 3 2 1 0	Ready Front	5 4 3 2 1
Forward March	4 3 2 1 0		
Guard Halt	4 3 2 1 0		
Order Colors	5 4 3 2 1 0		
Parade Rest	4 3 2 1 0		

TEAM (25) _____
-precision, bearing, cadence

TOTAL POINTS:

SIGNATURE, JUDGE

Judges must write comments good and bad to provide feedback to the team. Any deductions must have comments

REMARKS _____

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ANNEX G

WEAPONS REGISTRATION FORM

School _____

	Nomenclature and Caliber of Weapon	Serial #	Individual Assigned
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			

NOTES

1. Please present this form upon final registration at the Drill Meet.
2. Please use the back of this form for additional space.

This completed form certifies that we understand that all responsibility for the security and storage of weapons is solely our own and we release the Purdue Honor Guard from all liability for such weapons.

SIGNATURE OF TEAM COMMANDER

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2016 Purdue Army ROTC Drill Meet PARTICIPANT ROSTER

SCHOOL _____

ADVISOR _____

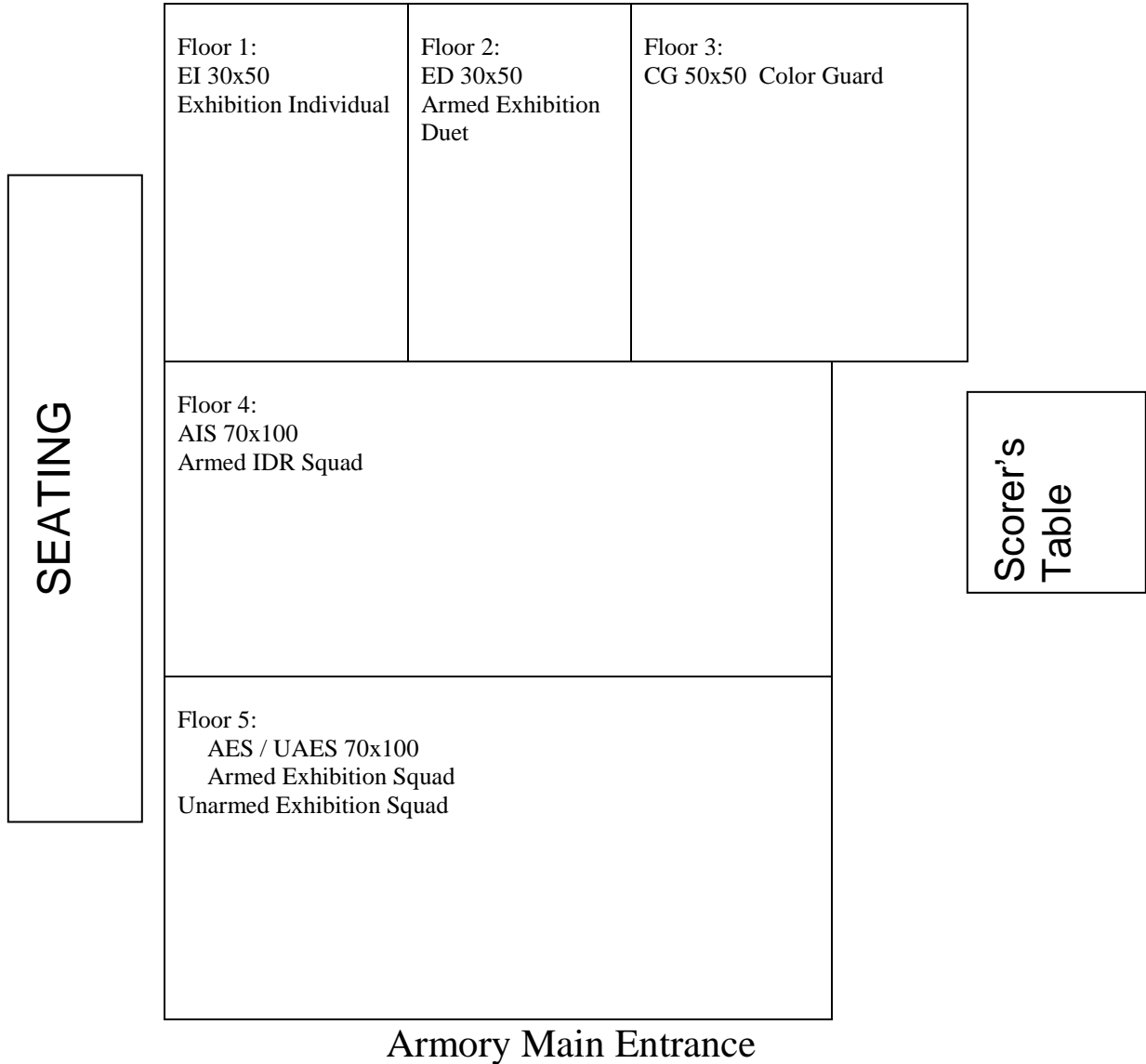
No.	TEAM MEMBERS	IDR PLT	IDR SQD	EXB PLT	EXB SQD	Unarmed EXB PLT	Unarmed EXBSQD	Duet	IND EXB	CLR GD	IDR K-O
1											
2											
3											
4											
5											
6											
7											
8											
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2016 Purdue Army ROTC Drill Meet Manual

2016 Drill Meet Floor Plans

Floor Plan A: AES, UAES, AIS, EI, ED, CG

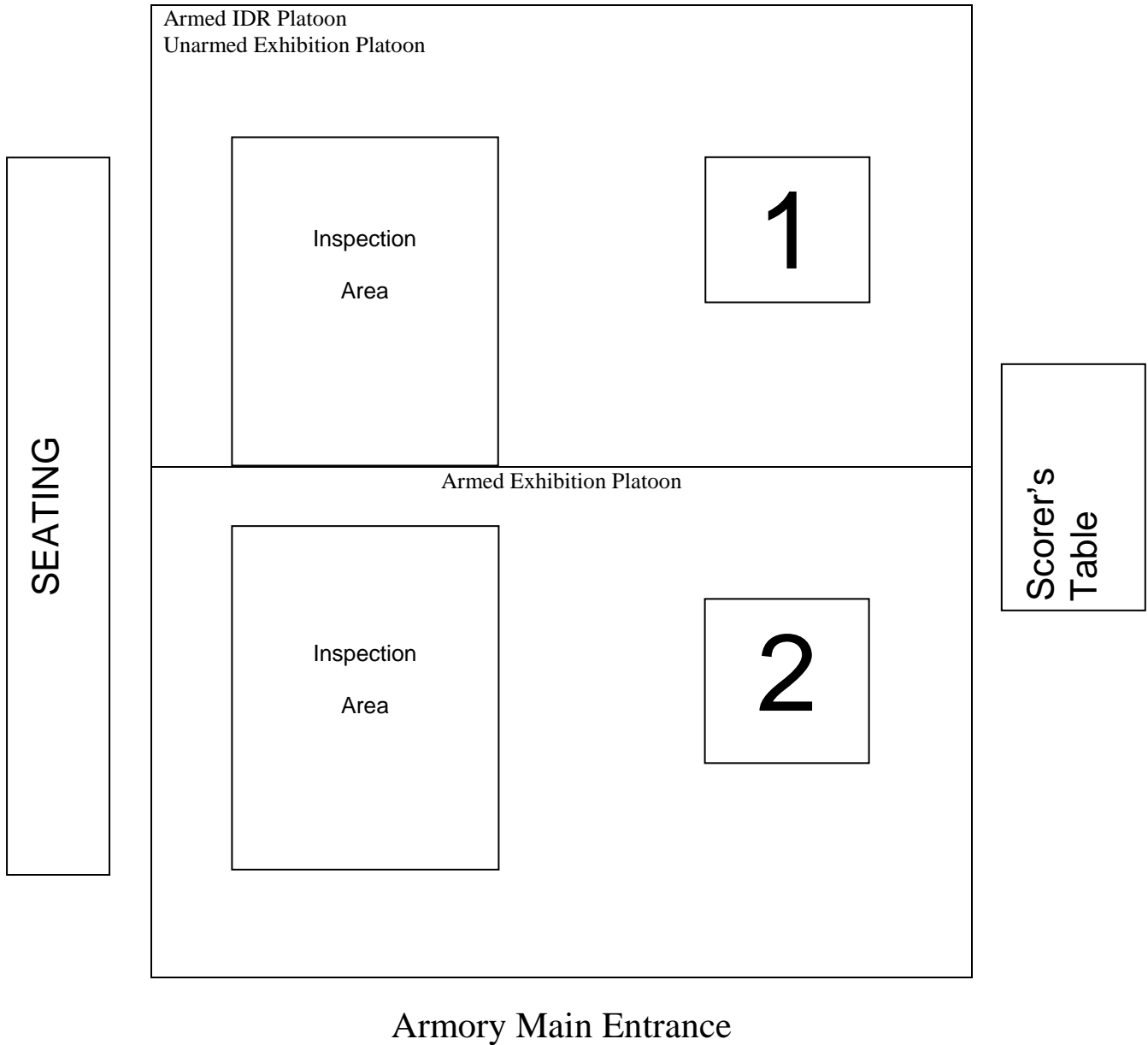
- All Color Guards, exhibition individuals, and exhibition duets will compete on Floor Plan A. Each area is 30 ft x 50 ft excluding color guard which is 50 ft x 50 ft.
- Teams can enter anywhere along the lines that are not adjacent to other performance areas.



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Floor Plan B: AEP, UAEP, AIP

- All platoons will compete on Floor Plan B. Each area is 80 ft x 100 ft.
- Upon entrance, platoons and squads will proceed to the indicated inspection area.



Highways Leading to Purdue University

