Pacific Southwest Region
NSCC Flagship Competition

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. Swimming Relay Race
7. 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 a Path” 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 the field events, Cadets in the immediate competition area are not required to render a salute to officers unless they are addressing 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 entire Unit to possible disciplinary action up to and including immediate removal from the Base.
8. No electronic communication devices, other than properly concealed 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 & elect a new Commodore. Present at Fall Regional C.O.’s Meeting, a report on any changes and updates to S.O.P. and announce provisional Dates and Location of next year’s Flagship. Accept input from C.O.’s for further discussion by the Committee.

January ~ Distribute Final version of S.O.P. 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, P.O.D’s, 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, P.O.D’s, Event Scoring Forms etc. and Issue to all Units by 15th March.

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

LOCATION

1. Whenever possible, Flagship will 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 starting at 1700.
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 their unit’s working uniform.
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 Admin. Officer
2. Each Cadet shall have in his or her possession a current I.D. Card including photo. New cadets may carry a copy of their NSCADM 007. Lost or stolen I.D. Cards shall be reported to the 1st Lt. and an interim ID Card may be issued upon payment of a fine.
3. The Escort Officer shall have the Service Record of each Cadet present.
4. The LPO and Escort Officer will then 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 C.O.'s and Escort Officers will log in with the Operations Officer, their billet address and telephone number before 2000.

MEALS
1. Flagship fees include three (3) meals on Saturday and breakfast on Sunday. 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 personnel in their unit who are in line for that meal before proceeding into the Mess Hall.

BARRACKS
1. Barracks are clean and operational when units 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 confiscation.

NIGHT WATCH BILL
1. Each unit shall provide and Escort Officers for the Night Duty Officer schedule

PLAN OF THE DAY
1. P.O.D.'s 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 LPO's are responsible for their Unit completing all events in a timely fashion.

MIDSHIPMEN & ESCORT OFFICERS
1. Midshipmen are not charged Flagship Fees.
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.
3. Escort Officers are responsible for berthing fees if assigned is not available/wanted.

Revised on 3/20/2012
NON PARTICIPATING CADETS

1. Every effort should be made to ensure that all Cadets in the Unit attend and participate at Flagship.
2. Unit C.O.’s 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 C.O. 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 cause the Event Officer to declare the event in progress void, and inform the Commodore’s Staff, who can then 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 C.O. 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.

Revised on 3/20/2012
1. An Official Complaint may only be for cause, and to redress a wrong.
2. The Cadet 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 CO 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 consider and incorporate the following guidelines.

Flagship will be completed by 1300 hrs 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."

1. 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.

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.

2. 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.
3. 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.
4. 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".
5. Aides, Midshipmen and Staff will be dismissed by the Operations Officer.
6. The Parade Master shall then officially dismiss the Units from Flagship.
7. 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 TARGET DATES
1. 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
2. Staff Aides shall be assigned from resources drawn from the Flagship committee, and shall be assigned responsibilities as needed.
3. 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 S.O.P. and input from the previous Event.
4. At this meeting the Committee members shall report on their individual areas of responsibility, as though they are settled matters.
5. Input from Commanding Officers shall be noted by each committee member but not acted upon until the next Committee meeting.
6. The Commodore, and through him the Committee shall have prior claim on any resources needed to run the event.
7. The Commodore shall cause to be published and distributed to all Unit C.O.’s the complete S.O.P. for the upcoming Flagship, prior to 31 January.

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 C.O. 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

The Commodore shall, based on operational needs, determine the appropriate billets to be utilized for the Flagship event. The assigned staff members shall comprise the “Flagship Committee.”

Suggested billets include:

VICE COMMODORE.
ADMINISTRATION OFFICER
OPERATION OFFICER
FINANCE OFFICER
MESSING OFFICER
BARRACK OFFICER
FACILITIES OFFICER.
FIRST LIEUETENANT
PARADE MASTER
PERSONNEL OFFICER
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 I.D. Card, and Uniforms shall carry all appropriate Ribbons and insignia.
4. The Color Guard (If in Color Guard gear/uniform) and New Entry Cadets, not yet outfitted shall stand inspection as a Fourth Rank, and shall be inspected for I.D. 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 Navy 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 scribe 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 (6)
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 200 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. Three Clipboards and pens per judging team
2. Three score sheets per unit
REGULATION DRILL
MILITARY DISCIPLINE
PARTICIPATION
1. Units shall field minimum of 17 cadets (max. 25 cadets) to participate, or prove at registration that 100% of the Unit’s complement is 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. (pacing = 120# / minute)
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
   RIGHT AND LEFT FLANK

JUDGING (2 plus Expeditor)
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

Each Unit receives 50 Participation Points.
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. Three Clipboards, score sheets and pens
2. Three Drill Cards
3. 100’ X 100’ Drill Area
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 (2 plus Expeditor)
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 the (unit name) Exhibition Drill Sir".

SCORING
1. The Judges shall rate the Drill Performance giving 10, 20, 30, 40 or 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. Three Clipboards, score sheets and pens
2. Stopwatch
3. 100” X 100’ Drill Area
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 USNCC Regulations.
3. Drill shall take no less than three (3) and no more than five (5) minutes from start to finish.
4. The Exhibition 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 (2)
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 the (unit name) 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 or less than 6 rifle moves 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. Two Clipboards, score sheets and pens
2. Stopwatch
3. 100’ X 100’ Drill Area
REGULATION 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 third flag shall be the USN Flag, fourth 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. The competition has (3) parts: Phase 1, (Stageing and Inspection) then Phase 2 and Phase 3 (Marching movements)
6. Once having reported in and been given permission to proceed, the full drill shall be executed without breaks. (unless judge asks unit to hold at 1st halt and wait for order to continue)
7. When completed the Drill Commander reports: “This completes the (unit name) Color Guard Drill Sir”
8. When executing the Drill there shall be no more than ten paces between movements.
9. The following sequence of movements shall be followed.

   (Phase 2) Carry COLORS  
   Forward MARCH  
   Counter MARCH  
   Left Turn MARCH  
   Right Turn MARCH  
   Colors HALT  
   ---------------------  
   (judge may ask unit to stop and hold Here and wait for order to continue)  

   (Phase 3) Order COLORS  
   Parade REST  
   ATTENTION  
   Carry COLORS  
   Forward MARCH  
   Eyes RIGHT  
   Ready FRONT  
   Colors HALT  
   Present COLORS

JUDGING (3 plus Expeditor) (1) Stagging / Inspection, (2) Judge marching movements
Each Unit shall receive 50 Participation Points.
Units shall earn points in each of the following.
- Military Bearing
- Appearance (clean gear and uniformity)
- Adherence to exact procedure
- Color Guard Commander Performance
- Correct pace (120# per minute)
- Ending event at start point (5 Bonus Points)

EQUIPMENT
1. Four clipboards, scoresheets and pens.
2. 75’ X 75’ Drill Area
FIRE FIGHTING
TEAM CO-OPERATION IN AN EMERGENCY MODE

PROCEDURE
1. A team consists of five cadets (1 Nozzle Operator, 3 Hose tenders, 1 Hydrant Tender).
2. At the signal to start, the team shall lay out four lengths of 50 ft, 1¾” fire hose with 1½” couplings, couple them to a Hydrant, attach the nozzle and then charge them to knock down a target set at a distance of 225’ from the hydrant. **The Nozzle Operator and 3 Hose tenders shall all be on the same side of the hose and maintaining positive control of the hose before the hose line can be charged.**
3. Each team will receive two timed runs. If a run is stopped by the Judge due to personnel error, safety reason, or false start, 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 Head Event Judge.
4. At the line up for the start: All team members and equipment must be behind the start line. Hoses and nozzle may be pre-arranged on the ground, held in the hand, or shouldered. The nozzle, hydrant, and hoses may not be connected to or touching each other prior to the start of time. Team Members may not touch each other or each other’s equipment, hoses, hydrant and couplings, until time has started.
5. At signal to start, each hose length may be initially carried, or rolled out past the starting line, but **may not be dragged into position at any point.**
6. All couplings must be placed on the ground, **not dropped, dragged or thrown**
7. All equipment used must have been provided, and approved by the Event Manager.
8. Cadets must be in regulation uniform, including boots. They may wear a “Flagship” T-shirt during this event.

JUDGING (3 plus expeditor)
1. Each team is allowed two timed runs, with the best overall time used.
2. Time penalties are assessed as follows:
   - 5 seconds for each dropped or dragged coupling
   - 5 seconds for each leaking coupling
   - 5 seconds for each time a hose section is dragged
   - 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 1¾” double Jacketed Fire Hose with 1½” couplings.
   **Note:** Flush hydrant, wet all hose thoroughly and confirm hose length before starting event
2. One 1½” Adjustable fog nozzle with Bale
3. One Hydrant Wrench
4. One Gated “Y” Valve with 2 ½” to 1 ½” reducer if needed
5. One Target
6. One Stopwatch
7. Three clipboards, score sheets and pens
8. Four 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 one first aid question randomly selected from list which may be posed to any Cadet the Judge wishes or to the whole team.
4. The “Patient” will be a 125# 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. Stretcher must be carried feet first coming back thru the window.

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 or improper placement of straps (5 seconds each).
- Incorrect answer to first aid Medical Question.
- Incorrect placement of the splint.
Shortest Final Time shall be highest placing.

EQUIPMENT
1. “Window” device – see inclosed drawings
2. Two Arm and Two Leg Splints
3. Stokes Stretcher with three attached straps
4. One “Oskar” 125# Dummy
5. Four Pylon cones or boundry markers and Chaulk/Baby Powder
6. One Stopwatch
7. First aid questions with answers
8. Two clipboards, scoresheets and pens
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 distanced thirty feet from the throwing line.
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 bouncing 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 (4 plus Expeditor) (2 marked off competition areas)
The Longest Three Throws shall be placed highest in order. Unit and Individual Plaques shall be awarded.

EQUIPMENT (for 2 marked off competition areas)
1. Two 150' Fiberglass Tape or Measuring Device
2. Four Heaving Lines
3. Three clipboards, scoresheets and pens
4. Chaulk/Baby Powder or rope and tent stakes to outline course
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" braded nylon rope. The ends shall be neatly trimmed and whipped. They will not be whipped using tape or wire.

PROCEDURE
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 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 (4 plus Expeditor)
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 with ½" nylon braded rope
2. Four stopwatches
3. Two clipboards, scoresheets and pens
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 (1or 2)
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 fewer corrections shall be judged highest score.

EQUIPMENT
1. Two sets of Semaphore Flags
2. Three Clipboards (2 empty with pens and one with scoresheets and pen)
3. One stopwatch
4. Six sets of Semaphore Cards
5. Two chairs
NSCC SWIMMING RELAY RACE

A team shall consist of four (4) Cadets from each Unit. Though, there is no rule that says a cadet can not swim more than one lap across the pool in the event the unit has less than 4 cadets attending Flagship.

PROCEDURE
1. Two (2) cadets from each unit will be positioned at each end of the pool, facing each other in the same swimming lane.
2. The judge will instruct the first two (2) cadets from each unit to enter the swimming pool, at their respective ends of the pool. Once in, cadets will hold onto edge of pool, waiting for signal judge to start.
3. Only two cadets from each unit are allowed in pool at one time!
4. Upon the signal to start, first cadet from each unit will swim the length of the pool and touch the opposite edge of the pool.
5. Once the cadet touches the pool edge, the second cadet swims the length of the pool and touches the opposite edge of the pool. Procedure #4 is repeated for the third and fourth cadet from each unit until all swimmers are completed. There will be no jumping or diving into pool.

JUDGING (5 plus Expeditor) (For 2 swimming lanes)
1. The head judge will instruct the cadets to enter the water and signal the start of the competition.
2. There will be a judge positioned at each end of the pool, for each swimming lane with a stopwatch.

SCORING
1. The elapsed time for each cadet's pool lap will be recorded.
2. The team time is determined by adding the elapsed time of the cadets from each unit.
3. False starts will be re-started. IF THE SAME CADET causes two consecutive false starts, then a three (3) seconds will be added to his/her individual time.
4. If a cadet leaves the pool edge prior to the cadet touching the edge, the cadet that leaves early will have three (3) seconds added to his/her individual time.
5. If a cadet fails to complete the lap, a three (3) minute penalty will be assessed to that individual’s time and the next cadet will start when the head judge allows.
6. For Individual award, the shortest time will be entered for the Individual Award.

EQUIPMENT
1. One Head Judge
2. 2 judges, 2 clipboards, 2 stopwatches per lane operating
3. One expediter to coordinate on deck teams.
4. Whistle for head judge.
5. Score sheets and pens
6. Five Clipboards
7. One (1) Second Class Swimmer, qualified in CPR (or lifeguard(s))
8. Olympic size swim pool
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 (Caller plus 6 to 10 Judges)  
Cadets shall be eliminated by the Judges after each command, if they fail to properly execute the given command.

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. P A System  

FIELD EVENT SCORING

To ensure even overall scoring it is necessary to convert the low times of afternoon events 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.

<table>
<thead>
<tr>
<th>Place</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Place</td>
<td>200</td>
</tr>
<tr>
<td>Second Place</td>
<td>180</td>
</tr>
<tr>
<td>Third Place</td>
<td>160</td>
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<td>Fourth Place</td>
<td>140</td>
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<tr>
<td>Fifth Place</td>
<td>130</td>
</tr>
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<td>Sixth Place</td>
<td>120</td>
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<td>Seventh Place</td>
<td>110</td>
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<td>Eighth Place</td>
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<td>Tenth Place</td>
<td>80</td>
</tr>
<tr>
<td>Eleventh Place</td>
<td>70</td>
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<tr>
<td>Twelfth Place</td>
<td>60</td>
</tr>
<tr>
<td>Thirteenth Place</td>
<td>50</td>
</tr>
</tbody>
</table>
P.O.D. FRIDAY (SAMPLE ONLY)

1200 Staff Call
1500 – 2000 Registration
Cadets will form up and remain in ranks until registration is completed.
LPO and Escort Officer will then report to the Barracks Officer 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 Staff, Event Managers and Judges to be present.
2200 Lights Out
Two hour fire watches of two Cadets from 2130 to 0530.

P.O.D. 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 and Unit will be subject to Gig whether items are claimed or not.)
1100 LUNCH
1245 Start of Afternoon Events
1600 Knockout Drill Begins
1630-1730 PICNIC DINNER
1730-1830 Practice Pass in Review
1930-2200 Social event / Dance
2400 LIGHTS OUT

P.O.D. 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.
PERSONNEL INSPECTION

DIAGRAM AND FORMAT.

LEADER REPORTS HIS UNIT

PLATOON RANKS:

1 2 3

previous flagships top 4 placed units are inspected first and in order

1ST OVERALL 2ND OVERALL 3RD OVERALL 4TH OVERALL

LAST YEAR LAST YEAR LAST YEAR LAST YEAR

NOTICE:

A WRITING ACCOMPANIES EACH INSPECTING OFFICER, BUT IS NOT EMPOWERED TO MAKE ANY COMMENT OR INSPECT.

CIGS CAN ONLY BE GIVEN PER ITEMS ON INSPECTION SHEET.

WHEN A UNIT INSPECTION IS COMPLETE THAT UNIT MARCHES OFF AND PREPARES FOR NEXT EVENT.

New Entry Cadets, not yet outfitted with a uniform stand inspection in a 4th rank.
## REGULATION DRILL CARDS

<table>
<thead>
<tr>
<th>DRILL CARD “A”</th>
<th>DRILL CARD “B”</th>
<th>DRILL CARD “C”</th>
</tr>
</thead>
<tbody>
<tr>
<td>LPO REPORTS</td>
<td>LPO REPORTS</td>
<td>LPO REPORTS</td>
</tr>
<tr>
<td>FORWARD MARCH</td>
<td>FORWARD MARCH</td>
<td>FORWARD MARCH</td>
</tr>
<tr>
<td>COLUMN RIGHT</td>
<td>COLUMN RIGHT</td>
<td>COLUMN RIGHT</td>
</tr>
<tr>
<td>CLOSE MARCH</td>
<td>TO THE REAR</td>
<td>RIGHT FLANK</td>
</tr>
<tr>
<td>EXTEND MARCH</td>
<td>TO THE REAR</td>
<td>LEFT FLANK</td>
</tr>
<tr>
<td>COLUMN RIGHT</td>
<td>COLUMN RIGHT</td>
<td>COLUMN RIGHT</td>
</tr>
<tr>
<td>RIGHT FLANK</td>
<td>CLOSE MARCH</td>
<td>TO THE REAR</td>
</tr>
<tr>
<td>LEFT FLANK</td>
<td>EXTEND MARCH</td>
<td>TO THE REAR</td>
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<tr>
<td>COLUMN LEFT</td>
<td>COLUMN LEFT</td>
<td>COLUMN LEFT</td>
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<tr>
<td>COLUMN LEFT</td>
<td>COLUMN LEFT</td>
<td>COLUMN LEFT</td>
</tr>
<tr>
<td>TO THE REAR</td>
<td>MARK TIME</td>
<td>CLOSE MARCH</td>
</tr>
<tr>
<td>TO THE REAR</td>
<td>FORWARD MARCH</td>
<td>EXTEND MARCH</td>
</tr>
<tr>
<td>MARK TIME</td>
<td>RIGHT FLANK</td>
<td>MARK TIME</td>
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<tr>
<td>FORWARD MARCH</td>
<td>LEFT FLANK</td>
<td>FORWARD MARCH</td>
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<td>COLUMN LEFT</td>
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<tr>
<td>COLUMN LEFT</td>
<td>COLUMN LEFT</td>
<td>COLUMN LEFT</td>
</tr>
<tr>
<td>EYES RIGHT</td>
<td>EYES RIGHT</td>
<td>EYES RIGHT</td>
</tr>
<tr>
<td>READY FRONT</td>
<td>READY FRONT</td>
<td>READY FRONT</td>
</tr>
<tr>
<td>HALT</td>
<td>HALT</td>
<td>HALT</td>
</tr>
<tr>
<td>REPORT DRILL COMPLETE</td>
<td>REPORT DRILL COMPLETE</td>
<td>REPORT DRILL COMPLETE</td>
</tr>
</tbody>
</table>
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.
STRETCHER RACE

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

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

Suggested Leg Braces

Suggested Top Brace
STRETCHER - FIRST AID QUESTIONS

1. A third degree burn results in
   A. Mild reddening of the skin only
   B. Charred flesh
   X C. Reddening and small blisters
   D. None of the above

2. Should a person fall victim to cardiac arrest, CPR must begin within _________ to be effective
   X A. 1 minute
   B. 2 minute
   C. 3 minute
   D. 4 minute

3. As a last resort only, to control bleeding, persons administering first aid may apply a
   X A. Pressure bandage
   B. Battle dressing
   C. Tourniquet
   D. Splint

4. When may you have to move a victim that has serious fractures?
   A. Never, you may cause further injury
   B. Only when a doctor gives you permission
   C. If the ambulance will take a while to get to the scene
   X D. When life threatening situations are present

5. Which of the following is recognized as the universal distress signal for choking?
   X A. Both hands straight up in the air
   B. Clutching at the throat
   C. Both arms held around the chest
   D. Hands clutching the heart

6. The ABC’s of basic life support are?
   X A. Open airway, control bleeding, restore circulation
   B. Open airway, restore breathing, keep calm
   C. Artificial ventilation, control bleeding, keep calm
   D. Open airway, restore breathing, and restore circulation

7. In a patient care environment, you can help put your patients at ease by:
   X A. Giving courteous, efficient, and conscientious service
   B. Respecting their right to privacy
   C. Reflecting their worth and dignity as human beings
   D. All of the above

8. As part of the patient care team, you should
   X A. Carry out the physicians’ and nurses’ orders and give proper nursing care to patients
   B. Assume overall responsibility for patient welfare
   C. Assume overall responsibility for meeting the nursing needs of the patient
   D. Take the place of absent nurses or physicians

9. In a trauma related incident where a patient has multiple injuries treat ____________ first
   X A. Fractures
   B. The most obvious injury
   C. The most life-threatening condition
   D. The most painful condition

10. If a tourniquet is used to control bleeding, you must
    X A. Use narrow material so the band bites into the skin
    B. Loosen the tourniquet every 15 minutes to allow blood flow
    C. Tighten it only enough to stop arterial bleeding
    D. Ensure both the wound and tourniquet are covered by dressings

Revised on 3/20/2012
11. Open wounds are not to be touched with your fingers EXCEPT
   A When absolutely necessary to stop bleeding
   B When removing a protruding foreign body
   C To replace protruding abdominal organs
   D To apply antibacterial ointments

12. The preliminary examination of a casualty should be done
   A In the hospital
   B In the ambulance
   C After making the victim comfortable
   X D Before moving the casualty

13. When dressing a bleeding wound of the leg, where do you tie the knot?
   X A On the outer side of the leg
   B On the inner portion of the leg
   C Opposite the wound
   D Over the wound

14. When, if ever, should you remove a pressure dressing from a wound?
   A When someone shows up with a clean dressing
   B If the bleeding saturates the dressing
   X C Never
   D If the victim complains of discomfort due to the dressing

15. For a sucking chest wound, an air tight dressing to seal the wound can be made from what material
   X A Aluminum Foil
   B Cellophane
   C ID card
   D All of the above

16. In which order should you attempt to control bleeding?
   X A Direct pressure, tourniquet, pressure point
   B Pressure point, direct pressure, tourniquet
   C Tourniquet Pressure point, Direct pressure
   D Direct pressure, Pressure point, tourniquet

17. What is the reason for a wire seal on the first aid kit aboard ship?
   X A To stop thievery
   B To secure the contents for factors like heavy seas
   C To alert medical personnel the kit was opened and the contents may need restocking
   D To make the first aid kit air and water tight

18. When, if ever, would you move a victim prior to initiating first aid procedures
   X A When there will be a delay in the arrival of medical help
   B If you have rescue cutting tools at your disposal and have been properly trained
   C When life endangering conditions are present in the immediate area
   D Never, as moving the victim may cause further injury

19. First aid for first degree burns on the face and hands should conclude observation for
   X A Blisters
   B Breathing problems
   C Hysteria
   D Depression

20. In treating patients with suspected internal injuries, prime consideration should be give to all the following EXCEPT:
   X A Oral fluids in all cases
   B Treating for shock
   C Supplemental oxygen therapy
   D Transporting to a medical facility as soon as possible
LINE HEAVING

100 FEET

5'-0" GATE

ACCURACY ZONES

0

60 FEET

SCORE IS MEASURED IN A STRAIGHT LINE FROM POINT "X" TO FIRST CONTACT OF MONKEY FIST.

30 FEET

10' GATE

FOUL LINE

X

Throwing Area

Competitor on deck preparing line.
Knot Tying Rig: Swing Set with ½" Braided Nylon Rope.

KNOTS: Tied in order are,
- Square Knot
- Bowline on the Body
- Bowline on the Bight
- Sheepshank
- Becket Bend
- Rolling Hitch
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.
<table>
<thead>
<tr>
<th>AMOUNT</th>
<th>ITEM</th>
<th>GENDER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sea or Duffel Bag</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>Locks (Key or Combination, Extra Keys required)</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>Dress White Jumper (with rank/flashes)</td>
<td>M</td>
</tr>
<tr>
<td>1</td>
<td>Dress White Shirt (with rank/flashes)</td>
<td>F</td>
</tr>
<tr>
<td>1</td>
<td>Dress White Trousers</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>White Belt (Silver Tip)</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>Silver Belt Buckle</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>White Hats (Dixie Covers)</td>
<td>M</td>
</tr>
<tr>
<td>1</td>
<td>Combination Cover</td>
<td>F</td>
</tr>
<tr>
<td>1</td>
<td>Black Neckerchief/Neck Tabs</td>
<td>M/F</td>
</tr>
<tr>
<td>1 Pair</td>
<td>Dress Shoes (Leather, no Coraframs)</td>
<td>M/F</td>
</tr>
<tr>
<td>1 set</td>
<td>Utilities/BDUs/Coveralls (designated unit working uniform)</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>NSCC/Unit Ball Cap or BDU 8-point Cover w/miniture flash</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>Utility Jacket (Optional)</td>
<td>M/F</td>
</tr>
<tr>
<td>3</td>
<td>Brown T-Shirt (for BDUs)</td>
<td>M/F</td>
</tr>
<tr>
<td>3</td>
<td>White Crew Neck T-shirts</td>
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<td>2</td>
<td>Black Socks (Pair)</td>
<td>M/F</td>
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<tr>
<td>2</td>
<td>White Socks (Pair)</td>
<td>M/F</td>
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<tr>
<td>1 Pair</td>
<td>Boots (Boondocker or High Leather)</td>
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</tr>
<tr>
<td>1 Pair</td>
<td>Athletic Shoes</td>
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<td>1 Pair</td>
<td>Shower Shoes (Flip Flops)</td>
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<td>1</td>
<td>PT Shorts or Sweats</td>
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</tr>
<tr>
<td>1</td>
<td>PT Shirt</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>Swimsuit/Trunks/One Piece (Female) -- for members of Swim Team</td>
<td>M/F</td>
</tr>
<tr>
<td>2</td>
<td>Towels</td>
<td>M/F</td>
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<tr>
<td>2</td>
<td>Wash Clothes</td>
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<td>1</td>
<td>Shoe Shine Kit</td>
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<tr>
<td>2</td>
<td>Under Garments</td>
<td>M/F</td>
</tr>
<tr>
<td>1</td>
<td>Sleeping Bag and Pillow or Bed Roll (Linens not provided)</td>
<td>M/F</td>
</tr>
</tbody>
</table>