FLWGP 60-62

9 Sep 2023

Ultimate Cadet Challenge
Program Guide

FLORIDA WING
CIVIL AIR PATROL

Table of Contents

1. Overview

This guide outlines the core events available for the Ultimate Cadet Challenge and the rules governing the event. Included are scoring sheets and miscellaneous recording sheets found useful for competition execution.

2. Introduction to the Ultimate Cadet Challenge Program

2.1 Mission. The Ultimate Cadet Challenge (UCC) is an annual Wing level event that tests the abilities of cadets in all areas of Cadet life experienced at the squadron level. It challenges them to be the best version of themselves as individuals and teaches them how to work as a team.

2.2 Eligibility. UCC is open to all cadet and composite squadrons, and there is no minimum age requirement.
   2.2.1   Individuals – Cadets must have achieved their Curry award and be in good standing; senior escorts must have completed CPPT and level 1.
   2.2.2   Multi-Squadron Teams – Teams may draw cadets from a maximum of two squadrons.
   2.2.3   Encampment and General Emergency Services (GES) completion is preferred but not required.

2.3 Team Composition. Teams will consist of 4 cadets, with one designated as team commander.
   2.3.1   An alternate member is allowed and may be substituted for an injured or sick member, if necessary. If a team chooses to have an alternate member that member must compete in at least 4 events for that member to qualify for any team awards/placements.
   2.3.2   Team escorts – each team will have only one senior member escort. This member serves as the coach and must be with the cadet team at all times excluding sleeping and personal time. The escort is not allowed to "coach" during any event competition once it has started.

3 Events

The following is a list of events that are available to the activity director to choose from for the UCC. Not all events listed will be selected. Teams will find out what events have been selected at the briefing the first night of the challenge.

3.1 Uniform Inspection
   3.1.1   At a predetermined time, unknown to the teams, the team will be formed and inspected IAW CAPR 39-1.
   3.1.2   Inspections will be in the ABU uniform.
   3.1.3   If the team is not inspected first thing in the morning dirt/mud acquired from other events will not be penalized.

3.1.4   When called for inspection the team commander will form the team in an element line formation and then "report in" to the event judge. When completed the commander will "report out".

3.1.5   The cadets will be judged using the score card found at the end of the document.

3.2 Drill Evaluation

3.2.1   Teams are evaluated in their drill and ceremonies IAW CAPP 60-20. Only drill movements contained in CAPP 60-20 will be used for the element drill evaluation.

3.2.2   The team commander will be given a card containing the required commands to be evaluated. Each movement must be done in the order listed on the card. The commands may be intermixed with transitional commands and movements, at the discretion of the team commander, to remain in the presentation area and to perform the required movements properly. The commands on the card are not to be memorized and the commander will not be penalized for left hand and head movements required in order to read the card during the evaluation.

3.2.3   When called by the Event Judge, the team will form up, at the designated spot, in an element line and wait to be directed to enter the presentation area.

3.2.4   When directed to enter, the team commander will give drill commands necessary to move the team into the presentation area, centered on and 6 paces in front of the Head Judge (not the same as the event judge) and "report in."

3.2.5   The Head Judge will call the commander over and hand them the command sequence card. The commander will have an optional 30 seconds to look over the card and ask any questions. Once the Event Judge announces the time is up, the team commander will return to team. The commander will command "Present Arms," then turn and face the Head Judge and salute. Once the Head Judge returns the salute the clock is started, and the team commander may begin calling the commands on the card.

3.2.6   There is no maximum time limit for the event but there is a minimum time of 2.5 minutes. The clock will stop when the last command on the card has been performed and the team "reports out." To report out the commander moves the team 6 paces from and centered on the Head Judge, calls "present arms," then turns and salutes the Head Judge and "reports out."

3.2.7   A sample score card may be found at the end of this document.

3.2.8   The judging criteria will include:

    3.2.8.1 Precision of execution – dress, cover, alignment, and sequence

    3.2.8.2 Accuracy – execution of movements per AFMAN 36-2203 and CAPP 60-20

    3.2.8.3 Cadence – timing and snap

    3.2.8.4 Command Voice – timing, snap, clarity, and confidence

    3.2.8.5 Professionalism – military bearing, esprit de corps, and poise

    3.2.8.6 Proper report/dismissal procedure

    3.2.8.7 Deductions will be made for breaking the boundary of the presentation area

3.3 Written Examination
 3.3.1 Teams will be tested on their general CAP knowledge, chain of command, aerospace, and leadership.
 3.3.2 When called to the area, the team commander will report to the Event Judge. The judge will hand them the exam and give any instructions.
 3.3.3 The exam will have a 30 minute time limit with 50 questions.
 3.3.4 The aerospace questions will be derived from Dimensions modules 1 – 7 and the leadership questions from Learn to Lead Vol I and II.
 3.3.5 The exam will be taken altogether as a team.

3.4 Team Leadership Problem
 3.4.1 The TLP will challenge a team's ability to work together, communication skills and creativity with solving problems.
 3.4.2 Evaluation will be task and time based.
 3.4.3 When called to the area the team commander will report in. The Judge will then give the instructions to the entire team. One minute will be allowed to ask any questions.
 3.4.4 The Event Judge will announce the start of the event and start the clock. The team is not allowed to discuss the problem until the clock has been started. The Judge will stop the clock when the problem has been solved or the maximum time limit of 30 minutes is exceeded.
 3.4.5 A sample score card may be found at the end of this document.
 3.4.6 The judging criteria are:
  3.4.6.1 Completion of the problem
  3.4.6.2 Elapsed time to complete
  3.4.6.3 Teamwork and communication
  3.4.6.4 Creativity in solving the problem

3.5 Physical Testing – Relay run.
 3.5.1 The 4-person team will run a relay race where a baton will be handed off to each member as they begin the run.
 3.5.2 Each leg of the relay race will be the same distance and will be no shorter than a ½ mile and no longer than 1 mile.
 3.5.3 The race is scored by overall time of the entire team to complete the run regardless of team member's age, sex, or rank.
 3.5.4 There is no medical waiver for the run, but an alternate team member may be substituted for an injured member. If a team does not have an alternate member, then one member may run two legs of the relay race.

3.6 Physical Testing – Tug of War
 3.6.1 The 4-person team will compete against other teams in a tournament bracket style until there is one final winning team.
 3.6.2 There will be no loser's bracket.
 3.6.3 Teams are recommended to use work gloves for this event.

3.6.4   There is no medical waiver for this event, but an alternate team member may be substituted for an injured member. If there is no alternate member, then the team will compete as a 3-person team.

3.7 Physical testing – Curl ups and push ups
  3.7.1   The 4-person team will individually complete the curl ups and pushups with the counts from both events being added up for a team total score.
  3.7.2   The curl ups will be conducted on a flat surface with a mat provided, if not done on the grass.
    3.7.2.1 The cadet will lie on their back with their knees flexed and feet placed approximately 12 inches from their buttocks. A partner must hold their feet.
    3.7.2.2 The cadet will cross their arms and keep their hands on opposite shoulders. Their hands must not come off their shoulders, and they must not grasp their shirt. The elbows will be held close to the chest.
    3.7.2.3 The cadet will raise their trunk by curling up to touch their elbows to their knees and then lower back down until their shoulder blades touch the ground.
    3.7.2.4 Only curl ups done correctly will be counted.
    3.7.2.5 The counting will be done by event staff.
    3.7.2.6 This is a 60 second timed event.
    3.7.2.7 There is no medical waiver for this event, but an alternate team member may be substituted for an injured member. If there is no alternate member then a "ghost cadet" will be used and will receive the lowest score earned by a real team member, minus 10.
  3.7.3   The pushups will be done on a flat surface, a mat will be provided if not done on the grass.
    3.7.3.1 The cadet will lie face down with hands positioned under their shoulders. In the up position the back and legs must be strait from head to toes. The back will not be arched either up or down.
    3.7.3.2 In the down position the arms bent at the elbow must break the 90-degree plane.
    3.7.3.3 The pushups will be done to an audible cadence with one (and only one) pushup completed every 3 seconds.
    3.7.3.4 Only the pushups done correctly with the 90-degree plane broken and done to the cadence will be counted.
    3.7.3.5 The counting will be done by event staff.
    3.7.3.6 There is no medical waiver for this event, but an alternate team member may be substituted for an injured member. If there is no alternate member then a "ghost cadet" will be used and will receive the lowest score earned by a real team member, minus 5.

3.8 Emergency Services – Land navigation
  3.8.1   The team will complete a compass course.
  3.8.2   When called to the area, the team commander will report in. The Event Judge

will give the instructions. The team will have a short period of time to ask any questions.

3.8.3   Compasses will be provided if needed.

3.8.4   Team members will be dispatched in pairs on the course with timed spacing between the two pairs.

3.8.5   A sample score card may be found at the end of this document.

3.8.6   The judging criteria are:

    3.8.6.1 Accurate completion of the course

    3.8.6.2 Elapsed time to complete

    3.8.6.3 Teamwork and communication in completing the course

3.9 Emergency Services – Urban Direction Finding

3.9.1   The 4-person team will use their own equipment to track down a practice Emergency Location Transmitter (ELT).

3.9.2   When called to the area, the team commander will report to the Event Judge. Any necessary instructions will be given at that time, and the clock will start. It will be stopped when the ELT has been silenced or when the maximum time of 20 minutes has exceeded.

3.9.3   This event should be conducted as if on an actual mission.

3.9.4   A sample score card may be found at the end of this document.

3.9.5   This event will be task and time based. The judging criteria are:

    3.9.5.1 Was the ELT found

    3.9.5.2 Elapsed time to find the ELT

    3.9.5.3 Teamwork and communication

    3.9.5.4 Procedures followed IAW UDF task guide

3.10   Emergency Services – Skills Evaluation Course

3.10.1 This will be a timed skills evaluation course based off the GMT3 or UDF SQTR items. It may combine one or more of the task items from the SQTR. There may be one or more events in this category.

3.10.2 When called to the area, the team commander will report to the Event Judge. The judge will explain the task and give the instructions. There will be time to ask any questions.

3.10.3 A sample score card of one scenario type task may be found at the end of this document.

3.10.4 The judging criteria are:

    3.10.4.1   Was the task accomplished

    3.10.4.2   How well was the task accomplished

    3.10.4.3   Elapsed time to complete

    3.10.4.4   Teamwork and communication

3.11   Aerospace – sUAS course

3.11.1 Each member of the 4-person team will participate in a sUAS flight using an A20 Mini Drone through an obstacle course. Drones will be provided.

3.11.2 When called to the area, the team commander will report to the Event Judge. The safety briefing and all instructions will be given.

3.11.3 A sample score card may be found at the end of this document.

3.11.4 The judging criteria are:

    3.11.4.1 Completion of the course, flying through each obstacle

    3.11.4.2 Elapsed time to complete. The times of each member will be added together for one overall team time. The slowest time will be dropped.

    3.11.4.3 Accuracy of landing

3.12   Aerospace – Aero Build

3.12.1 Teams will build an aircraft with supplies given. The aircraft must have the ability to sustain flight when thrown by hand.

3.12.2 When called to the area, the team commander will report to the Event Judge. All instructions will be given. The team will have an opportunity to ask questions.

3.12.3 Teams will have a set amount of time to complete the build.

3.12.4 A sample score card may be found at the end of this document.

3.12.5 The judging criteria are:

    3.12.5.1 Distance of flight and time aloft

    3.12.5.2 Accuracy of aerodynamic design

    3.12.5.3 Style, creativity, and imagination used in the design

4 Registration process

4.1 Teams will register on the Florida Wing website prior to the deadline. No late registrations will be accepted.

4.2 The senior escort will enter all the team member names. A CAPF 60-81 for each cadet, and a CAPF 17 for the senior escort will be uploaded on the website.

4.3 All team member forms (CAPF 160, 161, 163) will be hand carried by the team escort, and checked at sign in.

4.4 The team fee will be paid by a wing banker transfer from the squadron to the wing. Confirmation of the transaction must be sent to UCC administration prior to the deadline, or team registration will not be allowed.

4.5 Spectators are welcome to attend the awards ceremony at the end of the event however they are not allowed during the competition.

5 Team Responsibilities

5.1 The team is responsible for all transportation to/from/during the activity, unless other arrangements have been made with the activity director.

5.2 The team must have one and only one senior member escort to provide oversite of the cadets on their team.

5.3 All members of the team will follow CAP regulations and directives. Unsportsmanlike conduct will not be tolerated and will result in being disqualified from any single event. Continuous misconduct will result in expulsion from the activity, and may result in additional administrative actions to include demotion, suspension, and/or membership termination.

5.4 Teams must bring all required equipment, unless prior arrangements have been made with the activity director.

5.5 Teams are required to participate in the cleanup of all facilities used. We will return them to the host organization better than when we arrived.

5.6 Teams must have all items on the packing list.

6 Wing recognition

6.1 Members of the first, second and third place teams will receive individual medals and a team trophy.

6.2 The first place team will have their squadron name and the year placed on the UCC Championship Cup. The first place team will retain the cup for the year until the next UCC event.

6.3 The first place team will receive the UCC guidon to retain for the year until the next UCC event.

6.4 The prior year's first place team will present the Cup and the guidon to the current first place team.

UCC Uniform Inspection

Cadet _____

Team _____

Item

Personal Appearance

Cleanliness, Cosmetics, Jewelry

Haircut, Hairstyle, Shave, Barrettes/Combs

Posture & Military bearing

	Unsatisfactory	Good	Excellent	
Points per mark	0	3	6	
Marks per column				
(Multiply) Subtotal Points for column				
				Sub-total

Apparel

Cords, Loose Strings

Boots, condition

Pockets buttoned

	Unsatisfactory	Good	Excellent	
Points per mark	0	4	7	
Marks per column				
(Multiply) Subtotal Points for column				
				Sub-total

Accoutrements

Grade Insignia

Name tape

CAP tape

Badges / Wings

Cover worn correctly

Cover grade insignia (officer only)

	Unsatisfactory	Good	Excellent	
Points per mark	0	3	7	
Marks per column				
(Multiply) Subtotal Points for column				
				Sub-total

Reporting (Team Commander only)

Report in

Report out

	Unsatisfactory	Good	Excellent	
Points per mark	0	2	4	
Marks per column				
(Multiply) Subtotal Points for column				
				Sub-total

NOTE: Do not penalize cadets for dirt/mud acquired from other events. Please give feedback for improvement. Use the back if necessary.

Grand Total
Sum of Sub-totals

Judge printed name _____

UCC Element Drill

Team _____

Item

Performance of commands & Precision

In place commands, Posture, Crispness, Precision
Marching cadence, Sharpness, Discipline, Consistency
Turning movements, steady cadence
Alignment & Uniformity, All together

	Marginal	Fair	Very Good	Excellent	
Points per mark	0	5	8	15	
Marks per column					
(Multiply) Subtotal Points for column					
					Sub-total

Military Bearing

Voice commands, Crisp, together
Team commander, Control, Situational awareness
Poise, Spirit, Recovery

	Marginal	Fair	Very Good	Excellent	
Points per mark	0	3	6	10	
Marks per column					
(Multiply) Subtotal Points for column					
					Sub-total

Reporting

Report in
Report out

	Marginal	Fair	Very Good	Excellent	
Points per mark	0	1	2	4	
Marks per column					
(Multiply) Subtotal Points for column					
					Sub-total

Penalties

Movements out of sequence or omitted
Boundary violation
Done in less than 2 min 30 sec

==Only the Chief Judge allots penalties==

	Yes	None	
Points per mark	-3	0	
Marks per column			
(Multiply) Subtotal Points for column			
			Sub-total

NOTE: Please give feedback for improvement. Use the back
if necessary.

Grand Total
Sum of Sub-totals

Judge printed name _____

UCC Team Leadership Problem

Team _____

Item

Planning Phase

Full participation vs. domineering individual
Concerted attempt to use logic and creativity
Consideration of multiple solutions

	Marginal	Fair	Very Good	Excellent	
Points per mark	0	4	6	10	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Execution Phase

Speed: elapsed time [_____]
Evidence of teamwork in execution

	> 20 Min	11-20 Min	6-10 Min	0-5 Min	
	Marginal	Fair	Very Good	Excellent	
Points per mark	0	4	8	15	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Mission Assessment

Fulfilled the problems objective criteria

	Marginal	Fair	Very Good	Excellent	
Points per mark	4	8	15	30	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Reporting

Report in
Report out

	Marginal	Fair	Very Good	Excellent	
Points per mark	0	1	2	4	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Penalties

Process Violations
<mark>Only the Chief Judge allots penalties</mark>

	Yes	None	
	-3	0	
Marks per column			
(Multiply) Subtotal Points for column			

Sub-total

NOTE: Please give feedback for improvement. Use the back
if necessary.

Grand Total
Sum of Sub-totals [____]

Judge printed name _____

UCC Land Navigation

Team _____

Item

<u>Reporting</u>

Report in
Report out

	Marginal	Fair	Very Good	Excellent	
Points per mark	**0**	**1**	**2**	**4**	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

First pair

Time

	Correct Azimuth		Measured Azimuth	">8°"	"+/- 8°"	"+/- 6°"	"+/- 3°"	
		Marker 1						
		Marker 2						
		Marker 3						
Points per mark				**0**	**2**	**4**	**6**	
Marks per column								
(Multiply) Subtotal Points for column								

Sub-total

Second pair

Time

	Correct Azimuth		Measured Azimuth	">8°"	"+/- 8°"	"+/- 6°"	"+/- 3°"	
		Marker 1						
		Marker 2						
		Marker 3						
Points per mark				**0**	**2**	**4**	**6**	
Marks per column								
(Multiply) Subtotal Points for column								

Sub-total

Total time for both teams [   ]

<u>Execution Phase</u>

	Marginal	Fair	Very Good	Excellent	
Evidence of teamwork in execution					
Note taker recored data					
Speed: elapsed time	> 18 min	15-18 min	12-15 min	0-12 min	
Points per mark	**0**	**4**	**8**	**15**	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

NOTE: Please give feedback for improvement. Use the back
if necessary.

Grand Total
Sum of Sub-totals [   ]

Judge <small>printed name</small> _____

UCC Urban Direction Find

Team _____

Item

Planning Phase

	Marginal	Fair	Very Good	Excellent	
Full participation vs. domineering individual					
One person DF, one behind taking bearing W/compass					
Trangulation used					
Points per mark	0	4	6	10	
Marks per column					
(Multiply) Subtotal Points for column					
					Sub-total

Execution Phase

	Marginal	Fair	Very Good	Excellent	
Evidence of teamwork in execution					
Correct communication to mission base					
ELT deactivated, no signal checked					
ELT information documented					
	> 20 Min	12-19Min	8-12 Min	0-8 Min	
Speed: elapsed time					
Points per mark	0	4	8	15	
Marks per column					
(Multiply) Subtotal Points for column					
					Sub-total

Speed: elapsed time [_____]

Mission Assessment

	No	Yes	
ELT found			
Points per mark	0	30	
Marks per column			
(Multiply) Subtotal Points for column			
			Sub-total

Reporting

	Marginal	Fair	Very Good	Excellent	
Report in					
Report out					
Points per mark	0	1	2	4	
Marks per column					
(Multiply) Subtotal Points for column					
					Sub-total

NOTE: Please give feedback for improvement. Use the back if necessary.

Grand Total
Sum of Sub-totals [_____]

Judge printed name _____

UCC Skills Evaluation

Team _____

PROCEDURE	SKILLS		EARNED POINTS
SCENE SIZE UP	Team Reports Report in	1	
	Observe area to ensure safety/scene safety *	4	
	Introduces Self	1	
	Permission to help	1	
	Calls for help	1	
	PPE Utilized (verbal) *	4	
	TOTAL POSSIBLE POINTS:	12	
ASSESSMENT	Asks patient what happened	2	
	Asks about injuries	2	
	Assesses for:		
	Bleeding	1	
	Pain	1	
	Swelling	1	
	Deformity	1	
	Identifies Injuries:		
	Laceration *	2	
	Tib/Fib FX *	2	
	TOTAL POSSIBLE POINTS:	12	
TREATMENT	Bleeding Control:		
	1. Dressing:		
	A. Use sterile dressing _____	1	
	B. Cover entire wound _____	1	
	C. Control bleeding _____	1	
	D. Do not remove dressing * _____	2	
	2. Bandage:		
	A. Do not bandage too tightly _____	1	
	B. Do not bandage too loosely _____	1	
	C. Do not leave loose ends _____	1	
	D. Cover all edges of dressing _____	1	
	Splinting:		
	1. Prep:		
	A. Support affected limb and limit movement _____	1	
	B. Select appropriate splinting method _____	1	
	C. Remove or cut away clothing as needed (can verbalize) _____	1	
	D. Assess distal circulation, sensation, and motor function _____	1	
	E. Measure splint _____	1	
	2. Apply Splint:		
	A. Immobilize the site of the injury _____	1	
	B. Secure splint distal and proximal to injury * _____	2	
	C. Pad around splint for patient comfort, if able _____	1	
	D. Reassess distal circulation, sensation, and motor function _____	1	
	TOTAL POSSIBLE POINTS:	19	

STRETCHER	Place patient on the litter:		
	1. Place the litter next to patient on injured side		
	Ensure that the head end of the litter is beside the head of the patient	1	
	2. Log roll the casualty onto uninjured side and slide the litter as far under the patient as possible	1	
	3. Gently roll the patient down onto the litter	1	
	4. Slide the casualty to the center of the litter _____	1	
	5. **Maintain control (support) of injured leg at all times *** _____	2	
	6. Secure the casualty to the litter using litter straps or other		
	available materials _____	1	
	Stretcher Movement:		
	1. Team Members position around stretcher _____	1	
	2. Team leader is at head and gives all instruction and commands _____	1	
	3. Lifts litter on command _____	1	
	4. Movement on command _____	1	
	5. Lowers litter on command _____	1	
	6. No further harm to patient * _____	2	
	TOTAL POSSIBLE POINTS:	14	
TEAMWORK	Teamwork Demonstrated:		
	1. Team Leader established/observed _____	1	
	2. All Team Members participate in scenario _____	4	
	3. Members able to provide input / suggestions considered _____	4	
	4. Good communication present _____	4	
	5. Instruction provided as needed _____	4	
	6. Teamwork present (subjective) _____	4	
		21	
	SCENE SIZE UP TOTAL	12	
	ASSESSMENT TOTAL	12	
	TREATMENT TOTAL	19	
	STRETCHER TOTAL	14	
	TEAMWORK TOTAL	21	
TOTAL SCORE	**TOTAL SCORE**	78	
Additional Information or comments			

Judge _____

UCC Drone Course

Team _____

Reporting	Marginal	Fair	Very Good	Excellent	
Report in					
Report out					
Points per mark	**0**	**1**	**2**	**4**	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Time Duration: _____ (MAX TIME 18MIN)
Obstacle Sub-Total _____
Accuracy Sub-Total _____
Placement Sub-Total _____

TIME PLACEMENT
POINTS FOR PLACEMENT

14th Place - 0 PTS	7th Place - 7PTS
13th Place - 1 PTS	6th Place - 8PTS
12th Place - 2 PTS	5th Place - 9PTS
11th Place - 3PTS	4th Place - 10PTS
10th Place - 4PTS	3rd Place - 11PTS
9th Place - 5PTS	2nd Place - 12PTS
8th Place - 6PTS	1st Place - 13PTS

NOTE: Please give feedback for improvement. Use the back if necessary

Grand Total
Sum of Sub-totals _____

Judge _____

Scoring Obstacles	1st attempt (5pts)	2nd attempt (3pts)	3rd attempt (1pts)	Un-successful (0pts)		Scoring Landing Accuracy	Outer ring 5 pts	Inner ring 10 pts	Center ring 15 pts

Obstacles

Cadet Last Name	1	2	3	4	5	6	7	8	9	10	Landing	Time

Totals for each column												

Obstacle sub total for team

UCC Aero Build

Team _____

Item

Planning Phase

	Marginal	Fair	Very Good	Excellent	
Full participation vs. domineering individual					
Concerted attempt to use logic and creativity					
Consideration of multiple solutions					
Points per mark	0	4	6	10	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Aesthetics & Aerodynamics

	Marginal	Fair	Very Good	Excellent	
N-number on glider					
Creatively painted/decorated					
Aerodynamics incorporated					
Points per mark	0	4	6	10	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Execution phase

	0-1 sec	2-3 sec	4-5 sec	6+ sec	
Time in flight					
	1-2 feet	3-5 feet	6-8 feet	9+ feet	
Distance flown					
Points per mark	0	4	8	15	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

Reporting

	Marginal	Fair	Very Good	Excellent	
Report in					
Report out					
Points per mark	0	1	2	4	
Marks per column					
(Multiply) Subtotal Points for column					

Sub-total

NOTE: Please give feedback for improvement. Use the back if necessary.

Grand Total
Sum of Sub-totals

Judge printed name _____