

Both rooms have high ceilings, fluorescent lighting and low-pile carpet. Both rooms are nearly identical but differences & dimensions have been noted!

The diagram illustrates the 2nd floor layout, divided into two main sections: the Armed Inspection Room (left) and the Unarmed Inspection Room (right). Both rooms are 10 feet deep and 55 feet 9 inches wide (Armed) or 57 feet 3 inches wide (Unarmed). The Armed room contains 12 cadets plus a commander, while the Unarmed room contains 12 cadets plus a commander. Both rooms have a 'HEAD JUDGE' position, a 'C/CDR' position, and 'Squad/Element Leaders' positions. The Unarmed room also has a 'JUDGE 2/3/4' position. The diagram shows the 'NEXT-UP TEAM WAITING AREA' for both rooms, with dimensions for the waiting area and the room itself. The hallway is 18 feet wide and 18 feet 1/2 inch deep. The diagram also shows the 'Stairs Leading to Mezzanine Level' and the 'HALLWAY (PLEASE KEEP CLEAR)'.

Armed Inspection Room - 201a/b

Unarmed Inspection Room - 202a/b

12 cadets plus a cadet commander (4 squads of 3 cadets in each) is required for ALL DIVISIONS.

It is essential all units thoroughly read the SOP in order to fully prepare for Unit Inspection. Units assemble in the hallway just outside the Inspection area as shown. The Head Judge will come to the hallway and obtain information from the Cadet Commander. The judge will return into the Inspection room and ensure all judges are ready. The Head Judge then places themselves against the wall at the exact half-way point as shown. When called by the Head Judge, the unit enters the room through the double, 36" doors following all procedures outlined within the SOP. Entering teams must ensure squad/element leaders lead the formation. DUE TO SPACE LIMITATIONS, teams should practice entry & Open Ranks procedures to center the unit and not crowd the judge. Done correctly, the C/CDR should be two paces MINIMUM from the Head Judge at Report-in. Upon completion of the Inspection process, the Cadet Commander will request permission of the head judge to exit the Inspection Area. The Head Judge will grant this. The C/CDR should then turn about, close the unit, and command the unit to exit through the EXIT doors. Exactly HOW a team chooses to do these moves will be up to the team HOWEVER, do not give a simple "fall out" or "dismissed" command, it looks sloppy! Teams are requested to have a team follower close the entrance door IMMEDIATELY after the team has entered the inspection area, as well as open the exit door immediately after the team closes ranks just before leaving the Inspection room.