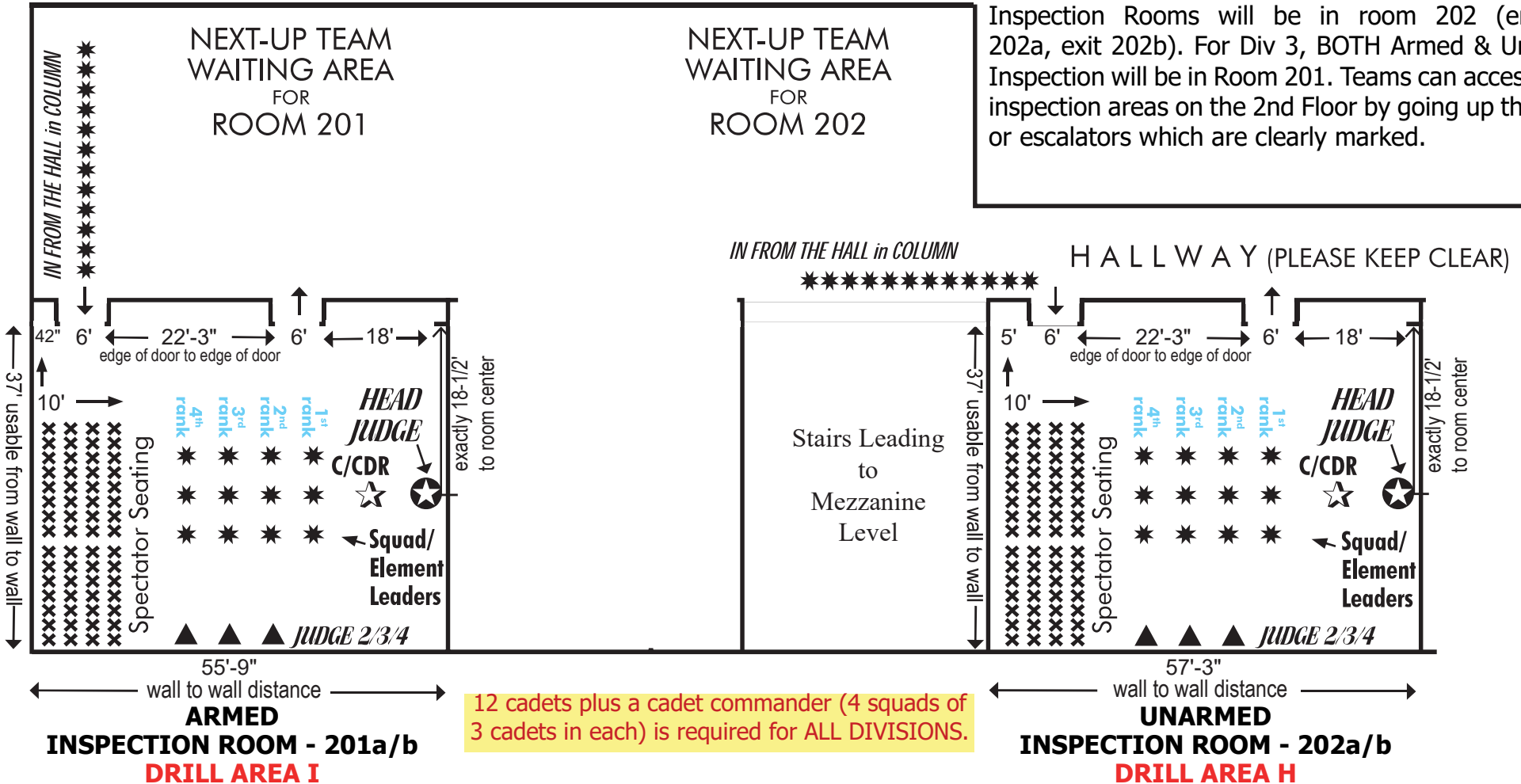


UNIT INSPECTION DIAGRAMS

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

The Inspection Rooms will be upstairs on the 2nd Floor. For Div 1 & 2, the Armed Inspection rooms are 201(entrance 201a and exit 201b) and the Unarmed Inspection Rooms will be in room 202 (entrance 202a, exit 202b). For Div 3, BOTH Armed & Unarmed Inspection will be in Room 201. Teams can access these inspection areas on the 2nd Floor by going up the stairs or escalators which are clearly marked.



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.