



ALAMODOME INSPECTION FLOOR DIAGRAM

Inspection rooms have high ceilings, fluorescent lighting, & low-pile carpet.

Armed & Unarmed events will have the same floor layout in two identical rooms.

It is essential that all units thoroughly read the SOP in order to fully prepare for the Unit Inspection competition.

Units will assemble in the hallway just outside the Inspection area along the wall as shown. The Head Judge will come out to the hallway and obtain information from the Cadet Commander, instruct spectators to enter and turn off cell phones. The judge will then return into the Inspection room and ensure all judges know which school & team is coming in, and the Head Judge will place themselves against the wall at the exact half-way point. When called by the Head Judge, the unit will enter in a manner they choose so long as follow rules outlined within the SOP.

The Cadet Commander will command the team to enter the Inspection area through a 36" wide doorway. Teams will enter, and execute an entrance that places the cadet commanders on the correct side of the formation and the cadet commander in front of the Head Judge as per regs. 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 and the Cadet Commander should then turn about, close the unit, then command the unit to exit the area single file through the EXIT doorway. Again, exactly HOW you choose to do these maneuvers is up to you HOWEVER, do not give a simple "fall out" or "dismissed" command, it will look very 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.

Exact room names will be available on the floor diagram and on arrival. An inspection prep room will be available directly adjacent to each of the two inspection areas.

