

## **MINELAYER DEMONSTRATING UNIT COMMANDER SKILLS & TEAMWORK UNDER PRESSURE**

1. Units shall field a minimum of 10 cadets to participate, or prove at registration that 100% of the Unit's complement is participating in this drill event.
2. The object of the event is to march within the drill area avoiding increasing numbers of obstacles over time.
3. Once a unit begins marching, a timer starts. For every 10 seconds that passes, an obstacle of various size and shape is dropped immediately behind the unit (as if they were laying mines).
4. The unit will continue to march avoiding the obstacles for as long as possible until either an obstacle is hit, or the unit marches out of the drill area, after which the timer stops.
5. The unit who can successfully march in the drill area the longest will be the winner.
6. Units can form themselves in any legal formation they wish to march in. Once the timer begins, they must continue marching without stopping. If they stop longer than 10 seconds in any one place, the mine most recently dropped will hit the back of their ship.
7. Marching boundaries will be an area 50' x 50' in diameter.

## **JUDGING**

1. The timer starts once the command of Forward March is given to enter the drill field.
2. In 10 Second intervals, place one of the carpet squares immediately behind and centered on the formation such that the formation is always moving away from the obstacle.
3. The clock stops if anyone breaks the vertical plane of an obstacle or steps out of the drill area. (ie, They cannot step over obstacles.)
4. Units that cannot keep a decent formation( ie several cadets go the wrong way, etc) must stop and reform quickly. They will be given an extra 10 seconds to reform and continue forward (without a mine drop) which will be deducted from their total time. Points will not be deducted for cadets who get out of step, but they should maintain their formation to the best of their ability.

## **SCORING**

1. 5 points will be given for each mine dropped successfully.
2. In the event of a tie, the winner is the unit that has the longest successful time on the drill field. The winner of a tie will receive an additional 10 points.

## **EQUIPMENT**

1. Stopwatch.
2. Carpet Squares from Ben Avery Shootout
3. Cones or markings to define the 50ft. x 50ft. drill area.