

TORPEDO DRILLS DEMONSTRATING UNIT COMMANDER SKILLS, TEAMWORK, & TACTICS

PROCEDURE

1. Units must contain a minimum of 6 cadets including unit commander and must be evenly matched with the number of their opponent.
2. The object of the event is to have one marching unit (the torpedo) break the formation of the other marching unit (the submarine) within a five minute time period.
3. A coin toss will decide which team will be the submarine first and which will be the torpedo.
4. The unit commander may give any legal marching command from the Navy Marine Corps Drill and Ceremonies Manual for platoon/squad marching for his unit as long as it is followed correctly by the unit. The only exceptions to this rule are "Guide or Incline (left/right)" and "Double Time".
5. Both units start from the same location. The submarine unit receives a 1 minute head start before the torpedo is released.
6. Each team will receive the opportunity to be both torpedo and submarine at least once against each opponent.
7. Marching boundaries will be established at each location. They will generally be very large but will not necessarily be limited to only open areas. Areas of march must be normally passable to standard pedestrian traffic without hazards (i.e., cannot cross over a concrete parking berm, go through landscaping, enter areas of automobile traffic, etc.).

JUDGING

1. Any unit that is not maintaining a proper formation may incur a "halting penalty" by a judge.
2. If given a "Halting Penalty" the unit must immediately halt their unit, complete dress and cover using correct commands, and then may resume marching.
3. If the torpedo unit is not in proper alignment or formation when contact is made, the hit is not valid and no points will be awarded.
4. Flagrant violations of a unit being out of step will result in a "halting penalty" from the judge. Minor missteps in march will not be faulted unless there are no attempts to correct it over time.

SCORING

1. A valid hit by the torpedo unit on the submarine unit earns their team 10 points.
2. A submarine unit that avoids being hit for five minutes also earns their team 10 points.
3. In the event of a tie, a third round will be completed with a coin toss deciding which team is the torpedo/submarine.
4. All units will have the opportunity to compete against each other.