

South Atlantic Association of Shrine Motor Corps  
SAASMC

# \_\_\_\_\_

Temple \_\_\_\_\_ Unit Name \_\_\_\_\_

Class \_\_\_\_\_ Unit Head Signature \_\_\_\_\_

1. Drill Scores: (possible 80 points)

Chief Judge \_\_\_\_\_

Judge #2 \_\_\_\_\_

Judge #3 \_\_\_\_\_

Judge #4 \_\_\_\_\_

Total: \_\_\_\_\_ divided by 4 = \_\_\_\_\_

2. Personal Grooming & Uniform (poss. 10 points) \_\_\_\_\_

3. Equipment Inspection (poss. 5 points) \_\_\_\_\_

4. Timing: by Chief Judge/Timekeeper (poss. 5 points) \_\_\_\_\_

Grand Total - \_\_\_\_\_

Uniform Inspection and Grooming  
Possible 10 points

# \_\_\_\_\_

Deduct

1. S.A.A.S.M.C. Pins (possible 1 point)

Deduct 1 point for any member not wearing pins

\_\_\_\_\_

2. Personnel Grooming (possible 3 points)

Mark one box for each gig (1/10 point)

(a) Hair 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(b) Shoeshine 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(c) Shave 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

3. Uniform and Presentation (possible 6 points)

Mark one box for each gig (1/10 point)

(a) Uniformity 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(b) Neatness and cleanliness 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(c) Position of Fez 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(d) Uniformity of Fez 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(e) General Appearance 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(f) Presentation 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

(possible points)

( 10)

Total deductions

\_\_\_\_\_

Total Inspection and Grooming Score

\_\_\_\_\_

Inspecting Judge's Signature \_\_\_\_\_

Equipment Inspection  
Possible 5 points

# \_\_\_\_\_  
Deduct

4. Equipment Inspection (possible 5 points)

Mark one box for each gig (1/10 point)

(a) Cleanliness	0 0 0 0 0 0 0 0 0 0	_____
(b) Uniformity	0 0 0 0 0 0 0 0 0 0	_____
(c) Mechanical Fitness	0 0 0 0 0 0 0 0 0 0	_____
(d) General Appearance	0 0 0 0 0 0 0 0 0 0	_____
(e) Presentation	0 0 0 0 0 0 0 0 0 0	_____

possible points ( 5 )

Total deductions \_\_\_\_\_

Total Equipment Inspection Score \_\_\_\_\_

Inspecting Judge's Signature \_\_\_\_\_

Chief Judge

# \_\_\_\_\_

Timing = Possible 5 points

1. Timing (poss. 5 points)

(a) Late start deduct 2 1/2 points \_\_\_\_\_

(b) On field under 5 minutes or  
over 10 minutes deduct 2 1/2 points \_\_\_\_\_

Total timing score (\_\_\_\_)

Competitive Drill = Possible 80 points

1. Ease of handling (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

2. Interval and distance (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

3. Execution of drill (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

4. Compulsory maneuvers (disqualified if not completed)  
(a) Column of two's Completed \_\_\_\_\_  
(b) Column of four's Completed \_\_\_\_\_  
(c) Figure eight Completed \_\_\_\_\_  
(d) Double circle Completed \_\_\_\_\_

5. Showmanship (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

6. Variety of drill/less than 15 (poss. 10 pts) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

7. Stall out/failure/foot down (poss. 10 pts.) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

8. Running off field or touching line (poss. 5 pts.) 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

9. Crash or touch – according to severity (poss. 5 pts) 0 0 0 0 0 \_\_\_\_\_  
In event of crash deduct no more than 5 points

10. Lack of maneuver difficulty (poss. 10) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_

Possible points ( 80 )

Total drill deductions (\_\_\_\_)

Total drill score (\_\_\_\_)

Chief Judge's Signature \_\_\_\_\_

Judge #2

# \_\_\_\_\_

Competitive Drill = Possible 80 points

1. Ease of handling (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

2. Interval and distance (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

3. Execution of drill (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

4. Compulsory maneuvers (disqualified if not completed)  
(a) Column of two's Completed \_\_\_\_\_  
(b) Column of four's Completed \_\_\_\_\_  
(c) Figure eight Completed \_\_\_\_\_  
(d) Double circle Completed \_\_\_\_\_

5. Showmanship (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

6. Variety of drill/less than 15 (poss. 10 pts) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

7. Stall out/failure/foot down (poss. 10 pts.) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

8. Running off field or touching line (poss. 5 pts.) 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

9. Crash or touch – according to severity (poss. 5 pts) 0 0 0 0 0 \_\_\_\_\_  
In event of crash deduct no more than 5 points

10. Lack of maneuver difficulty (poss. 10) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Possible points ( 80 )

Total drill deductions ( \_\_\_\_\_ )

Total drill score ( \_\_\_\_\_ )

Judge #2 Signature \_\_\_\_\_

Judge #3

# \_\_\_\_\_

Competitive Drill = Possible 80 points

1. Ease of handling (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

2. Interval and distance (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

3. Execution of drill (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

4. Compulsory maneuvers (disqualified if not completed)  
(a) Column of two's Completed \_\_\_\_\_  
(b) Column of four's Completed \_\_\_\_\_  
(c) Figure eight Completed \_\_\_\_\_  
(d) Double circle Completed \_\_\_\_\_

5. Showmanship (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

6. Variety of drill/less than 15 (poss. 10 pts) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

7. Stall out/failure/foot down (poss. 10 pts.) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

8. Running off field or touching line (poss. 5 pts.) 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

9. Crash or touch – according to severity (poss. 5 pts) 0 0 0 0 0 \_\_\_\_\_  
In event of crash deduct no more than 5 points

10. Lack of maneuver difficulty (poss. 10) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Possible points ( 80 )

Total drill deductions ( \_\_\_\_\_ )

Total drill score ( \_\_\_\_\_ )

Judge #3 Signature \_\_\_\_\_

Judge #4

# \_\_\_\_\_

Competitive Drill = Possible 80 points

1. Ease of handling (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

2. Interval and distance (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

3. Execution of drill (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

4. Compulsory maneuvers (disqualified if not completed)  
(a) Column of two's Completed \_\_\_\_\_  
(b) Column of four's Completed \_\_\_\_\_  
(c) Figure eight Completed \_\_\_\_\_  
(d) Double circle Completed \_\_\_\_\_

5. Showmanship (poss. 10 points) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

6. Variety of drill/less than 15 (poss. 10 pts) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

7. Stall out/failure/foot down (poss. 10 pts.) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

8. Running off field or touching line (poss. 5 pts.) 0 0 0 0 0 \_\_\_\_\_  
Mark one box for each gig (1 full point)

9. Crash or touch – according to severity (poss. 5 pts) 0 0 0 0 0 \_\_\_\_\_  
In event of crash deduct no more than 5 points

10. Lack of maneuver difficulty (poss. 10) 0 0 0 0 0 0 0 0 0 0 \_\_\_\_\_  
Possible points ( 80 )

Total drill deductions (\_\_\_\_\_)

Total drill score (\_\_\_\_\_)

Judge #4 Signature \_\_\_\_\_

SAASMC

# \_\_\_\_\_

Obstacle Course

Temple \_\_\_\_\_ Unit Name \_\_\_\_\_

Unit Head's Signature \_\_\_\_\_

Rider #1 \_\_\_\_\_ Time \_\_\_\_\_

Rider #2 \_\_\_\_\_ Time \_\_\_\_\_

Rider #3 \_\_\_\_\_ Time \_\_\_\_\_

Rider #4 \_\_\_\_\_ Time \_\_\_\_\_

Gig time to be added \_\_\_\_\_  
(1 second added per cone requiring replacement)

Total Time \_\_\_\_\_  
( 2 shortest times combined plus gig cones)

Judge's Signature \_\_\_\_\_



SAASMC

#\_\_\_\_\_

Slow Race  
(2 wheel)

Temple \_\_\_\_\_ Unit Name \_\_\_\_\_

Unit Head's Signature \_\_\_\_\_

Rider #1 \_\_\_\_\_ Time \_\_\_\_\_

Rider #2 \_\_\_\_\_ Time \_\_\_\_\_

Rider #3 \_\_\_\_\_ Time \_\_\_\_\_

Rider #4 \_\_\_\_\_ Time \_\_\_\_\_

Total Time \_\_\_\_\_  
(2 longest times combined)

Judge's Signature \_\_\_\_\_