#### HISTORY

Major General John F Curry served as Civil Air Patrol's (CAP) first national commander. His tenure coincided with the early days of WWII, a time when ordinary citizens were searching for ways to help the war effort. So great was the desire to serve that Gen Curry quickly built a force of 100,000 "flying minutemen" from across the nation. As a flier himself, he believed in airpower, so Gen Curry knew that to win the war, America had better make use of the airplane's capabilities. Because of Gen Curry's leadership, CAP aircrews were tasked with missions that were of national importance, but which the military did not have the time or ability to complete. CAP volunteers began flying aerial search missions, watching the United States/Mexican border for espionage, towing aerial targets for the Navy, and most famously, searching the Atlantic for (and sinking!) Nazi submarines. Although Gen Curry served as national commander for only four months, he set CAP on the course for success.





N/A

# MAJOR GENERAL JOHN F CURRY ACHIEVEMENT CADET PROMOTION AND EXPECTIONS SHEET

#### LEADERSHIP EXPECTATIONS

Fulfilling the promotion eligibility requirement above is only half the battle. You also need to show that you have some leadership skills. Look at the goals below and once in a while ask yourself how well you are doing in those areas.

#### CHARACTER DEVELOPMENT

Attitude Displays a positive attitude, optimistic, enthusiastic, and team-oriented.

Core Values Aware of the Core Values, honest, wears uniform properly, and practices customs and courtesies.

Communication Skills Listens actively, attentive, and asks good questions.

Sense of Responsibility Follows directions, dependable, arrives ready to learn and serve, and effective in managing own time

Interpersonal Skills Not Applicable
Critical Thinking Not Applicable
Delegation Skills Not Applicable

#### TYPICAL DUTIES

Element Member

#### FOR ADDITIONAL HELP

See the New Cadet Help webpage

#### FITNESSGRAM STANDARDS FOR HEALTHY FITNESS ZONE (CPFT & PYFP)

The full Presidential Youth Fitness Program (PYFP) Fitnessgram includes test items not included in the Cadet Physical Fitness Test (CPFT). These include the walk test, trunk lift, shoulder stretch and body composition tests. These tests have been omitted from the CPFT to make the test easier to administer for volunteers in the field. The teachers who administer the PYFP in schools have training and equipment not available to all Civil Air Patrol squadrons.

Male Age	10	11	12	13	14	15	16	17	18
CPFT Sit and Reach (cm)	20	21	21	20	23	24	25	28	28
PYFP Back Saver (avg. in.)	8	8	8	8	8	8	8	8	8
CPFT Curl Ups (count)	30	31	34	36	39	38	38	38	38
PYFP Curl Ups (count)	12	15	18	21	24	24	24	24	24
CPFT Push Ups (count)	10	11	12	16	18	22	24	26	26
PYFP Push Ups (count)	7	8	10	12	14	16	18	18	18
CDETING D	11 20	11 10	10 10	0.46	0. 22	0 04	0 12	0. 22	0.04
	11m 30s	11m 10s	10m 40s	9m 46s	9m 22s	9m 04s	8m 42s	8m 22s	8m 04s
PYFP Pacer (20 m laps)	17	20	23	29	36	42	47	50	54
Female Age	10	11	12	13	14	15	16	17	18
						-	-		
CPFT Sit and Reach (count)	24	24	25	24	28	31	30	31	31
PYFP Back Saver (avg. in.)	9	10	10	10	10	12	12	12	12
CPFT Curl Ups (count)	25	27	29	30	31	30	30	28	28
PYFP Curl Ups (count)	12	15	18	18	18	18	18	18	18
CPFT Push Ups (count)	10	10	9	9	9	11	11	12	12
PYFP Push Ups (count)	7	7	7	7	7	7	7	7	7
Mile Run (min/sec)	11m 30s	11m 10s	10m 40s	10m 20s	10m 09s	9m 58s	9m 46s	9m 34s	9m 22s
Pacer (20m laps)	17	20	23	25	27	30	32	35	38

### DRILL & CEREMONIES PRACTICAL TEST

ACHIEVEMENT 01

**TOPIC** Basic Drill as an Element Member

**CONDITIONS** Form cadets as a single element. Test no more than 5 cadets at a time.

**INSTRUCTIONS** See Below.

**PASSING SCORE** 73% Must perform at least 11 out of 15 commands satisfactorily.

TESTING CADET'S INFORMATION (One Cadet per form)

Grade Name CAP ID Test Date

**RATING SENIOR MEMBER'S INFORMATION** 

Grade Name CAP ID Drill Test Score

/ 15

**TESTING CADET'S REVIEW** 

Review Date Testing Cadet's Signature Reviewing Officer's Signature

#### RATING SENIOR MEMBER'S INSTRUCTIONS

Upon passing the online test from "Learn to Lead" Chapter 1, each cadet must successfully complete a test, of their proficiency, in "Drill and Ceremonies Practical Test," as described in this test booklet, for the Curry Achievement.

<u>Test Security</u>. There is no need for this test booklet to be secured. Because these are performance tests and the subject matter is known to the cadets, there is essentially no advantage to cadets who happen to see the test booklet in advance.

Scoring Philosophy. Each drill maneuver usually involves several task steps. For example, the command, "Column Right, MARCH" involves 10 or more task steps. To make it easy for testing officers to evaluate the cadets' performance on the drill field, this test booklet identifies two or three standards for each drill maneuver. Cadets who meet those standards earn credit for that drill maneuver. In other words, testing officers evaluate cadets only on the standards listed, even though those standards cannot possibly encompass every last facet of a drill maneuver.

#### **READ TO CADET:**

Scoring Terms. For the purposes of this test, "satisfactory" and "unsatisfactory" performance is defined as:

<u>SATISFACTORY</u>: Performance meets the basic requirements for participating unaided in cadet drill and ceremonies. Most of the task steps that comprise the drill maneuver are carried out in an effective and proficient manner. The cadet meets all of the acceptable standards for the maneuver, as shown on the scorecard. Minor deficiencies exist, but they would not preclude the cadet from successfully participating on the drill field with other proficient cadets.

<u>UNSATISFACTORY</u>: Performance does not meet the basic requirements. The cadet requires coaching in order to perform many of the maneuver's task steps in an effective and proficient manner. The cadet does not meet the maneuver's acceptable standards, as listed on the scorecard. Significant deficiencies exist that would preclude the cadet from successfully participating on the drill field with other proficient cadets.

<u>Scorecards</u>. Testing officers may want to make photocopies of the drill scorecards found in this booklet. Evaluate the commands as they are performed, marking an "X" in the "S" column if it was performed satisfactorily, or the "U" column if it was performed unsatisfactorily. Tests 7 and 8 use special scorecards that are included in this booklet but are unlike those used for tests 1-6.

<u>Passing Score</u>. The number of evaluation items varies from test to test. The test scorecards specify how many items the cadets must successfully complete to pass that test. Generally, passing scores are roughly 75%.

**Expert Help.** Testing officers may use drill and ceremonies "experts" to help administer the test, call commands, etc. Cadet "experts" should be higher ranking than the cadet being tested. However, it is the senior member testing officer who scores the test – the cadet "experts" are assistants (CAPT 78-2).

# DRILL & CEREMONIES PRACTICAL TEST

## **ACHIEVEMENT 01**

Cadet Grade & Name

Cadet's Grade & Name (Last, First)

COMMAND	ACCEPTABLE STANDARDS	S Satisfactory	U Unsatisfactory
1. FALL IN	[1] Automatically executes Dress Right, DRESS.	Satisfactory	Chadisactory
	[2] Adjusts position to achieve proper dress and cover.		
	[3] Automatically executes Ready, FRONT.		
A.B. I. DEGE	[4] Stands at position of attention.		
2. Parade REST	[1] Moves left foot such that heels are about 12-inches apart.		
	[2] Extends arms behind body and places right hand in palm of the left. [3] Keeps head and eyes straight ahead; is immobile and silent.		
3. Flight, ATTENTION	[1] Stands and shows good posture.		
3. Flight, ATTENTION	[2] Remains immobile and silent.		
4. Present, ARMS	[1] Smartly raises hand to head or headdress.		
T. Hesent, ARMS	[2] Right hand is flat, with fingers fully extended.		
5. Order, ARMS	[1] Smoothly and smartly retraces path of arm.		
, ,	[2] Ends at the position of attention.		
6. About, FACE	[1] Pivots 180 degrees clockwise on ball and heel.		
•	[2] Maintains upper body in position of attention.		
About, FACE	Used to return to line formation; not graded or used as second chance	N/A	N/A
	to perform #6 correctly.	IV/A	IV/A
7. Dress Right, DRESS	[1] All except the last Airman in each element raises and extends the		
	left arm laterally from the shoulder with snap so the arm is parallel		
	with the ground, palm down.		
	[2] At the same time as the left arm is raised, each individual (except		
	the guide and second, third, and fourth element leaders) executes		
	Eyes RIGHT.  [3] Establishes exact shoulder-to-fingertip contact with the individual		
	to the immediate right.		
8. Ready, FRONT	[1] Arms are lowered with snap to their sides and re-cup their hands		
o. Ready, 1 ROIVI	when their arms are at approximately waist level.		
	[2] As the arm is lowered, airmen at Eyes RIGHT will return their		
	heads to the front with snap.		
9. Right, FACE	[1] Pivots 90 degrees to the right on ball and heel.		
	[2] Maintains upper body in position of attention.		
Left, FACE	Used to return to line formation; not graded, or used as a second chance to perform the simple facing of #9 correctly.	N/A	N/A
10. AT EASE	[1] Relaxes in standing position.		
	[2] Keeps right foot in place.		
	[3] Silent.		
1. Flight, ATTENTION	[1] Stands and shows good posture.		
	[2] Remains immobile and silent.		
12. Hand, SALUTE	Count One		
	[1] Arms raised smartly.		
	[2] Fingers, palm, and forearm form straight line.		
	[3] Upper arm parallel to ground.		
	[4] Tip of middle finger touches the front right corner of headdress (If no headdress, outside corner of eyebrow or front right edge of		
	glasses).		
	[5] Rest of body remains at attention.		
	[5] Rest of body femalis at attention.		
	Count Two		
	[1] Arm comes smoothly and smartly down.		
	[2] Retrace path used to raise the arm.		
	[3] Hand is cupped as it passes the waist.		
	[4] End with entire body at attention.		
13. Eyes, RIGHT	[1] All persons, except those on the right flank, turn their head and		
	eyes smartly 45 degrees to the right.		
14. Ready, FRONT	[1] On FRONT, head and eyes turned smartly to the front.		
15. FALL OUT	[1] Simply break ranks but remains in vicinity.		
15. FALL OUT			
NOTES:			