



2017 AFROTC DETACHMENT 847 DRILL MEET COMPETITION DESCRIPTIONS

Rules, descriptions, and grading subject to change

Date: 25 March 2017

Time: 0730-1730 (Lunch Break 1100-1245)

Location: Angelo State University
2601 W. Avenue N San Angelo, TX 76909

POC:

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Event Scheduling

The meet will be conducted with a set schedule of events. Teams will need to plan accordingly to make it to each event of their choice on time. Units should keep in mind there may be short waits at some inspection areas and drill pads while units ahead of them are competing and include a timing cushion in their plan.

Event Judging and Scoring

Where applicable, the standard for judging drill events will be IAW AFMAN 36-2203. Uniform inspections will be IAW AFI 36-2903. Color guard uncasing of colors will be IAW Army FM 3-21.5. This OI presents additional competition requirements and judging standards. Judges for inspection, drill, and the Warrior Challenge are volunteer Goodfellow AFB personnel. Any issues about judging will be brought to the attention of your ASU cadet sponsor. ASU ROTC instructors will be the only personnel to address judging issues with our volunteers.

Scoring for armed drill, unarmed drill, inspection and solo and tandem events begins when the commander has reported-in and will end when the commander has reported-out. Color Guard scoring will also include the uncasing of the colors.

Events

1. Color Guard

Male

Mixed

2. Unarmed Drill

a. Regulation

b. Exhibition

3. Armed Drill

a. Rifle Regulation

b. Rifle Exhibition

4. Saber Drill

a. Regulation

b. Exhibition

5. Individual and Tandem Drill

a. Rifle

b. Saber

6. Warrior Challenge

a. Mixed

INSPECTION PHASE: GRADING CRITERIA
(For Armed/Unarmed Drill Teams and Color Guard)

HAIRCUT and SHAVE: As required by the standards of the US Armed Forces, haircuts and shaves will be inspected for adherence to regulations.

UNIFORM: Will be military in nature and these specific items will be graded: footgear, headgear, uniform appearance and placement of accessories.

WEAPONS: All weapons may be inspected for cleanliness and appearance. Weapons with bolts will not be opened for any reason.

MANUAL OF ARMS: Will be graded according to Army FM 22-5 or NavMC 2691.

KNOWLEDGE: Will include questions concerning general military history, current events, uniform standards, weapon familiarity, and the chain of command.

UNIFORMITY: The overall team appearance must be standardized with the exceptions allowed within a team as specified by the commander. However, these exceptions will be of a military appearance and will conform to the overall appearance of the team.

MILITARY BEARING: Will cover the overall appearance of the individual and the impression he/she reflects to the inspector by way of his/her personal appearance, confidence, execution, and manner of response to questions.

PROCEDURES: Procedure Will Conform To Standards Set By The Appropriate Manuals: Air Force Instruction 36-2903-Dress And Personal Appearance Of Air Force Personnel, Army Regulation 670-1-Wear And Appearance Of Army Uniforms And Insignia, Marine Corps Uniform Regulations-MCO P1020, Navy Uniform Regulations-NAVPERS 156651.

TEAM SCORING: Each school will be allowed to compete multiple teams for each event; however, the school's team that will count towards the points for the overall champion award will be preselected by each school before the Drill Meet begins. The team can consist of all males, all females or coed with the exception of the Warrior Challenge Event. For the Warrior Challenge Event, your team must consist of four members with at least one female competing

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UNARMED DRILL COMPETITION

UNARMED DRILL DEFINED: The unarmed drill competition consists of three phases; Unarmed Inspection, Regulation, and Exhibition.

TEAM COMPOSITION: The unarmed team must remain unarmed for the three phases. A team must consist of a minimum of 10 members. The 10 members must consist of a team commander and nine cadets. There is no maximum number. Teams must have the same personnel and equipment for the entire three phases.

UNARMED PREPARATION AREA: Teams will report to the designated drill pad when they are ready to perform. There may be a short wait depending on whether or not there are teams ahead of you. Each team should form up in the preparation area at parade rest when the team immediately preceding them is performing that phase of the drill meet. When it is your turn, indicate to the head judge that you are ready. Proceed as directed by the head judge.

UNARMED AREA: The unarmed exhibition, regulation and inspection phases will be outside on a concrete or asphalt surface. The exhibition area will measure 75' x 75'. The regulation area will measure 75' x 75'. Teams will be penalized for breaking boundaries in both the exhibition and regulation phases.

COMPETITION GUIDELINES: Entering units should drill in accordance with the drill manual they have been trained under. Ex. (Army FM 22-5 or NavMC 2691). It has been noted that other service branches use drill and ceremony manuals with different guidelines and regulations. The drill meet allows all units to perform in accordance with the requirements outlined in their particular service manual. This drill meet's SOP has been studied by the judges from all services ensuring that it maintains the fairest all-service drill meet format possible. However, for all items not covered by their specific drill manual, teams will be judged under the guidelines of the most recent Air Force Drill and Ceremonies Manual 36-2203.

UNARMED REGULATION PROCEDURES:

The drill sequence must be committed to memory. Missed or additional commands will result in a penalty. In addition, any commands called while out of bounds will not be counted.

Upon direction of the head judge, the team commander will march the team forward and halt centered on the head judge. Face the team towards the judge and report in with all members at Present Arms. The reporting statement: "*Sir/Ma'am, school name, location of school city, team name, is ready to begin regulation drill phase.*" Grading does not begin until this point.

There is no time limit for the regulation drill phase.

At the conclusion of the sequence the team commander will report out to the Head Judge. The grading will cease when the team commander renders the salute. The Head Judge will then direct the team commander to move the team from the area. The team commander will exit the team through the opposite end of the area from which they entered.

UNARMED EXHIBITION PROCEDURES:

The Head Judge will direct the team commander to move the team into the exhibition drill area. The team can execute any movement they may have, centered on the Head Judge to report in. The team commander will render the appropriate salute when reporting in. Timing and judging will begin at this time. The Head Judge will then direct the team commander to execute the drill phase. The boundaries for this phase are 75' x 75'.

There are no restrictions on the types of movements a team performs for its drill routine; however, precision, cadence, bearing, head and eye movement, and execution are among the criteria used for grading.

The minimum time limit is 6 minutes and 30 seconds. The maximum time limit is 7 minutes and 30 seconds. A penalty will be deducted from the exhibition drill phase score for each second under or over these time limits. A penalty will also be deducted for excessive clapping.

Grading and timing will cease when the team commander renders the salute to report out. The team or team commander need not be in any specific position in the area in order to report out. No matter what the position of the team commander or team may be, the head judge will acknowledge the report out by returning the team commander's salute. The head judge will then direct the team commander to move the team from the drill phase area.

When reporting in for exhibition phase, units may create a unique reporting statement. (It must be tasteful and of military fashion.)

Un-Armed Regulation (USMC)

Judge:			
School:			
All Movements Scored on a scale of 1 -7. 0 points for omitted items. Command point range from 0-10 per category.			
Unarmed Regulation Sequence	Points	Unarmed Regulation Sequence	Points
Report In		Halt	
Parade Rest		Left Face	
Attention		Right Step March	
Right Face		At Close Interval, Dress Right	
From Front to Rear, Count Off		Ready Front	
Left Face		Dress Right	
Open Ranks (Check Alignment)		Ready Front	
Ready Front		Report Out	
Close Ranks			
About Face		Scale 1-7 (294 Total Possible Adjusted Score)	
Left Face			
Forward March			
To the Rear March			
To the Rear March		SEQUENCE PTS (295 PTS POSSIBLE)	
Column Left March		Commander's Actions	
Change Step March		1.Command Voice	
Column Left March		2.Military Bearing	
Close March		3.Positioning	
Forward March		COMMAND PTS (30 PTS POSSIBLE)	
Extend March		Boundary Violations (Minus 10 pts/ea)	
Forward March		TOTAL PTS (325 POSSIBLE)	
Left Flank			
Right Flank			
Column Left			
To the Rear March			
To the Rear March			
Column Left March			
Halt			
Forward March			
Eyes Right			
Ready Front			
Halt			
Column Right			
Column Right			

Un-Armed Regulation

Judge:			
School:			
All Movements Scored on a scale of 1 -5. 0 points for omitted items. Command point range from 0-10 per category.			
Unarmed Regulation Sequence	Points	Unarmed Regulation Sequence	Points
1.Report In (After Present Arms)		35.Column of three to the left	
2. Order Arms		36.Column Left March (forward march)	
3.Dress Right Dress		37.Half Step March	
4.Ready Front		38.Forward March	
5.Parade Rest		39.Column Left March (forward march)	
5. Attention		40.Change Step March	
7. Count Off		41.Flight Halt	
8. Right Face		42.Column Half Left March	
9. Close March		43.Column Half Left March	
10.Extend March		44.To the Rear March	
11. Left Face		45.To the Rear March	
12. Open Ranks March		46.Eyes Right	
13.Close Ranks March		47.Ready Front	
14.Left Face		48.Column Left March (forward march)	
15. About Face		49.Column Left March (forward march)	
16.Left Step March		50.Flight Halt	
17.Flight Halt		51.Forward March	
18.Left Face		52.Half Step March	
19.About Face		53.Forward March	
20.Right Step March		54.Counter March	
21.Flight Halt		55.Counter March	
22.About Face		56.Left Flank	
23.Right Face		57.Change Step March	
24. Forward March		58.Flight Halt	
25.Column Right March (Forward March)		59.Report Out	
26.Column Right March (Forward March)		SEQUENCE PTS (295 PTS POSSIBLE)	
27.Left Flank		Commander's Actions	
28.Right Flank		1.Command Voice	
29.Column Left March (Forward March)		2.Military Bearing	
30.To the Rear March		3.Positioning	
31.To the Rear March		COMMAND PTS (30 PTS POSSIBLE)	
32.Flight Halt		Boundary Violations (Minus 10 pts/ea)	
33.Column of Files from the right		TOTAL PTS (325 POSSIBLE)	
34.Flight Halt			

Un-Armed Exhibition

Judge:			
School:			
All Movements Scored on a scale of 1 -10. 0 points for omitted items. Command point range from 1-10 per category.			
Unarmed Exhibition	Points	Unarmed Exhibition	Points
1. Reporting In		Commander's Actions	
2. Variety of Movements		1.Command Voice	
3. Precision		2.Military Bearing	
4. Originality		3.Positioning	
5. Choreography		COMMAND PTS (30 PTS POSSIBLE)	
5. Appearance			
7. Use of Drill Area		TOTAL PTS (130 POSSIBLE)	
3. Degree of Difficulty			
9. Reporting Out		Boundary Violation (Minus 10 pts/ea)	
10. Overall Impression			
SEQUENCE PTS (100 PTS POSSIBLE)		FINAL TOTAL	

ARMED DRILL COMPETITION

ARMED DRILL DEFINED: The armed drill competition consists of three phases; armed Inspection, Regulation, and Exhibition.

TEAM COMPOSITION: Teams may be all male, all female, or coed. The armed team must remain armed for the three phases. A team must consist of a minimum of 10 members. The ten members must at a minimum consist of a team commander and nine cadets. There is no maximum number. Teams must have the same personnel and equipment for the entire three phases.

ARMED PREPARATION AREA: Teams will report to the designated drill pad when they are ready to perform. There may be a short wait depending on whether or not there are teams ahead of you. Each team should form up in the preparation area at parade rest when the team immediately preceding them is performing that phase of the drill meet. When it is your turn, indicate to the head judge that you are ready. Proceed as directed by the head judge.

ARMED AREA: The armed exhibition, regulation, and inspection phase will be outside on a concrete or asphalt surface. The exhibition area will measure 75' x 75'. The regulation area will measure 75' x 75'. Teams will be penalized for breaking boundaries in both the exhibition and regulation phases.

COMPETITION GUIDELINES: Entering units should drill in accordance with the drill manual they have been trained under. Ex. (Army FM 22-5 or NavMC 2691). It has been noted that other service branches use drill and ceremony manuals with different guidelines and regulations. The drill meet allows all units to perform in accordance with the requirements outlined in their particular service manual. This drill meet's SOP has been studied by the judges from all services ensuring that it maintains the fairest all-service drill meet format possible. However, for all items not covered by their specific drill manual, teams will be judged under the guidelines of the most recent Air Force Drill and Ceremonies Manual 36-2203.

WEAPON REGULATIONS: All rifles used in armed competition must be either issued demilitarized combat weapons or of the facsimile variety. All team members will have the same TYPE of weapon.

CADET COMMANDER REGULATIONS: All armed competition cadet commanders must carry a rifle, saber, or sword. When a commander chooses to use a saber or sword, it is not permitted for this weapon to leave the commander's hand at any time upon entering the drill floor.

ARMED REGULATION PROCEDURES:

The drill sequence must be committed to memory. Missed or additional commands will result in a penalty. Additionally, any commands called while out of bounds will not be counted.

Upon direction of the Head Judge, the team commander will march the team forward and halt centered on the Head Judge. The team commander will then face the team towards the Head Judge and report in with all members at Present Arms. The reporting statement: "*Sir/Ma'am, school name, location of the school city, team name, is ready to begin regulation drill phase.*" Grading does not start until this point.

The boundaries for this phase are 75' x 75'.

There is no time limit for the regulation drill phase.

At the conclusion of the sequence the team commander will report out to the Head Judge. The grading will cease when the team commander renders the salute. The Head Judge will then direct the team commander to move the team from the area. The team commander will exit the team through the opposite end of the area from which they entered.

ARMED EXHIBITION PROCEDURES:

The Head Judge will direct the team commander to move the team into the exhibition drill area. The team can execute any movement they may have, centered on the Head Judge to report in. The team commander will render the appropriate salute when reporting in. Timing and judging will begin at this time. The Head Judge will then direct the team commander to execute the drill phase. The boundaries for this phase are 75' x 75'. There will be a 10-point penalty for every boundary violation.

A penalty will be assessed for each piece of dropped equipment.

There are no restrictions on the types of movements a team performs for its drill routine; however, precision, cadence, bearing, head and eye movement, and execution are among the criteria used for grading.

The uses of bayonets, blank ammunition, and/or pyrotechnics are restricted from all areas of competition. Shouldering any of the above forms of weapon at any time during the meet WILL result in team disqualification.

The minimum time limit is 6 minutes and 30 seconds. The maximum time limit is 7 minutes and 30 seconds. A penalty of one point will be deducted from the exhibition drill phase score for each second under or over these time limits.

Grading and timing will cease when the team commander renders the salute to report out. The team or team commander need not be in any specific position in the area in order to report out. No matter what the position of the team commander or team may be, the **HEAD JUDGE** will acknowledge the report out by returning the team commander's salute. The head judge will then direct the team commander to move the team from the drill phase area.

When reporting in for exhibition phase, units may create their own unique reporting statement. (It must be tasteful and of a military fashion.)

Taping of rifle slings is permitted during the exhibition drill phase. Other rifle modifications must be approved **BEFORE** 4 April 2016.

EXHIBITION DRILL PHASE (GRADING CRITERIA)

EXECUTION: The overall appearance of a team in terms of how well it executes each movement and how well it flows to a completion, depending on the level of difficulty and technical merit.

USE OF TIME: How well a team fulfills the time requirement and how much time is wasted in the routine.

SPACE: The use of space takes into consideration the way a routine disperses itself on the drill floor.

COMPOSITION: The quality of being able to put together a routine that is diverse, non-repetitive and contains continuity.

SHOWMANSHIP: The ability to execute a routine that impresses not only the judging team, but also the audience.

BEARING: Military bearing in the face of adversity is critical. Therefore, the ability of a team to maintain their military bearing will be essential.

OVERALL APPEARANCE: The general impression each team makes on the judges throughout the routine.

Armed Regulation

Judge:			
School:			
All Movements Scored on a scale of 1 -5. 0 points for omitted items. Command point range from 0-10 per category.			
Armed Regulation Sequence	Points	Armed Regulation Sequence	Points
1.Report In (After Present Arms)		20.Right Flank March	
2. Port Arms		21.Left Flank March	
3.Order Arms		22.Column Right March	
4.Parade Rest		23.To the Rear March	
5.Attention		24. Half Step March (forward march)	
5. Present Arms		25.To the Rear March	
7. Order Arms		26.Left Shoulder Arms	
3. Right Shoulder Arms		27.Right Shoulder Arms	
9. Left Shoulder Arms		28.Column Right March (forward march)	
10.Order Arms		29.Halt	
11. Right Face		30.Order Arms	
12. Left Face		31.Left Face	
13.About Face		32.Present Arms	
14.Left Face		33.Report Out	
15. Right Shoulder Arms		SEQUENCE PTS (165 PTS POSSIBLE)	
16.Forward March			
17.Column Right March		Commander's Actions	
18.Change Step March		1.Command Voice	
19.Column Right March (forward march)		2.Military Bearing	
		3.Positioning	
		COMMAND PTS (30 PTS POSSIBLE)	
		TOTAL PTS (195 POSSIBLE)	
		Boundary Violation (Minus 10 pts/ea)	
		FINAL TOTAL	

Armed Regulation (USMC)

Judge:			
School:			
All Movements Scored on a scale of 1 -5. 0 points for omitted items. Command point range from 0-10 per category.			
Armed Regulation Sequence	Points	Armed Regulation Sequence	Points
Report In		15 Count Manual Arms	
Order Arms		Present Arms	
Right Shoulder		Report Out	
Left Shoulder			
Order Arms			
Right Step			
Halt			
Left Step			
Halt		Multiply total number by 1.06 (Total possible adjusted score is 164.3)	
Parade, Rest			
Attention			
Left Face			
About Face			
Right Shoulder			
Column Right		SEQUENCE PTS (165 PTS POSSIBLE)	
Change Step			
Column Right		Commander's Actions	
Right Flank		1.Command Voice	
Left Shoulder		2.Military Bearing	
Left Flank		3.Positioning	
Column Left		COMMAND PTS (30 PTS POSSIBLE)	
Column Left			
Right Shoulder		TOTAL PTS (195 POSSIBLE)	
Column Left			
Column Left		Boundary Violation (Minus 10 pts/ea)	
Halt			
Order Arms		FINAL TOTAL	
Left Face			

Armed Exhibition*

Judge:			
School:			
All Movements Scored on a scale of 1 -10. 0 points for omitted items. Command point range from 1-10 per category.			
Armed Exhibition	Points	Armed Exhibition	Points
1. Reporting In		Commander's Actions	
2. Variety of Movements		1.Command Voice	
3. Precision		2.Military Bearing	
4. Originality		3.Positioning	
5. Choreography		COMMAND PTS (30 PTS POSSIBLE)	
5. Appearance			
7. Use of Drill Area		TOTAL PTS (130 POSSIBLE)	
3. Degree of Difficulty			
9. Reporting Out		Boundary Violation (Minus 10 pts/ea)	
10. Overall Impression			
SEQUENCE PTS (100 PTS POSSIBLE)		FINAL TOTAL	
* No standing on rifles			

COLOR GUARD DRILL COMPETITION

TEAM COMPOSITION: Each school may enter no more than two teams in the color guard category. Teams may be all male, or coed. All teams are required to have four members with two cadets bearing arms and two bearing flags. The National Colors will be the American Flag with a state, service, or other appropriate flag used as the second color.

COLOR GUARD AREA: The Color Guard Regulation Drill will be outside on a concrete or asphalt surface. The Color Guard Regulation Drill area will measure 50' x 50'.

COLOR GUARD COMPETITION

The team commander will report in signifying that the team is ready to be inspected. A general statement will be used, "*Sir/ Ma'am, (your team name or school) is prepared for inspection.*" The team commander will render the appropriate salute. When the inspection is complete, the team commander will use a general reporting statement, "*Sir/Ma'am, (your team name or school) request permission to proceed with the drill sequence.*" The team commander will render the appropriate salute and properly continue with the drill sequence.

The sequence must be committed to memory. Missed or additional commands will result in a penalty. Additionally, any commands called while out of bounds will not be counted.

Guards must have their weapons in this phase and have them inspection ready. Color bearers will have the colors uncased during the entire competition.

Special Uniforms will not be given extra points.

Fancy drill maneuvers will not be allowed in the Color Guard competition. Teams are expected to abide by the drill sequence and perform all maneuvers in regulation style. A five-point penalty will be assessed for these maneuvers as a sequence violation.

5. COLOR GUARD DRILL SEQUENCE CRITERIA

EXECUTION: The team's ability to execute sharp and precise movements. The executions of a complete sequence, ensuring all commands are performed.

SHOWMANSHIP: The ability to impress the judges and the audience. **PRIDE:** The dedication shown to the presentation of the American colors. **USE OF SPACE:** Ability to remain within boundaries.

OVERALL APPEARANCE: The general impression the team makes on the judges.

Male/Mixed Color Guard

Judge:		(circle one)	
School:		MALE	MIXED
		Judges Score	Judges Score
Color Guard Sequence	Points Range		
1.Uncase Colors	0-20		
2. Report in	0-10		
3.Colors Reverse March (Forward March)	0-10		
4.Left Wheel (Forward March)	0-10		
5.Colors Reverse March (Forward March)	0-10		
6. Right Wheel March (Forward March)	0-10		
7. COLOR GUARD HALT	0-10		
8. ORDER COLORS	0-10		
9. PARADE REST	0-10		
10.COLORS, ATTENTION	0-10		
11. CARRY, COLORS	0-10		
12. Forward march	0-10		
13.Right Wheel March (Forward March)	0-10		
14.Right Wheel March (Forward March)	0-10		
15.Colors Reverse March (Forward March)	0-10		
16.Left Wheel (Forward March)	0-10		
17.Eyes Right	0-10		
18.Ready Front	0-10		
19.Left Wheel (Forward March)	0-10		
20.Left Wheel (Forward March)	0-10		
21.Left Wheel (Forward March)	0-10		
22.COLOR GUARD HALT	0-10		
23.Report out	0-10		
SEQUENCE PTS (240 POSSIBLE)			
Commander's Actions			
1.Command Voice	0-20		
2.Military Bearing	0-20		
3.Positioning	0-20		
COMMAND PTS (60 POSSIBLE)			
Boundary Violations	Minus 10/ea		
TOTAL PTS			
A 5 second pause must be maintained after executing BOLD UPPER CASE COMMANDS			

Male/Mixed Color Guard (USMC)

Judge:		(circle one) Male Mixed			
School:					
Color Guard Sequence	Points Range	Judges Score	Points Range	Judges Score	
Attention	0-10		Eyes Right	0-10	
Present colors (ready cut)	0-10		Ready Front	0-10	
Uncase colors	0-20		Countermarch March	0-10	
(Colors march onto drill deck)	0-10		Forward March	0-10	
Order colors (Ready cut)	0-10		Eyes Left	0-10	
Present colors (ready cut)	0-10		Ready Front	0-10	
Verbal report in	0-10		Countermarch March	0-10	
Order colors (ready cut)	0-10		Forward March	0-10	
Parade rest	0-10		Countermarch March	0-10	
Attention	0-10		Forward March	0-10	
Carry colors (ready cut)	0-10		Colors Halt	0-10	
Forward March	0-10		Order colors (Ready cut)	0-10	
Countermarch March	0-10		Present colors (ready cut)	0-10	
Forward March	0-10		Verbal Report Out	0-10	
Left Turn March	0-10		Countermarch March	0-10	
Forward March	0-10		Forward March	0-10	
Right Turn March	0-10		Colors Halt	0-10	
Forward March	0-10		Case colors	0-10	
Right Turn March	0-10				
Forward March	0-10				
Mark Time, Mark (5 seconds)	0-10				
Forward March	0-10				
Left Turn March	0-10				
Forward March	0-10				
SEQUENCE PTS (240 POSSIBLE)					
Commander's Actions					
1.Command Voice	0-20				
2.Military Bearing	0-20				
3.Positioning	0-20				
COMMAND PTS (60 POSSIBLE)					
Boundary Violations	Minus 10/ea				
TOTAL PTS					
A 5 second pause must be maintained after executing BOLD UPPER CASE COMMANDS					

Multiply total number by .56
(Total possible adjusted score is 240.8)

SABER DRILL COMPETITION

SABER DRILL DEFINED: The saber drill competition consists of three phases; armed Inspection, Regulation, and Exhibition.

TEAM COMPOSITION: Teams may be all male, all female, or coed. The saber team must remain armed for the three phases. A team must consist of a minimum of seven members. The team must consist of a team commander and a minimum of six cadets. There is no maximum number. Teams must have the same personnel and equipment for the entire three phases.

ARMED PREPARATION AREA: Teams will report to the designated drill pad when they are ready to perform. There may be a short wait depending on whether or not there are teams ahead of you. Each team should form up in the preparation area at parade rest when the team immediately preceding them is performing that phase of the drill meet. When it is your turn, indicate to the head judge that you are ready. Proceed as directed by the head judge.

SABER AREA: The saber exhibition, regulation, and inspection phase will be outside on a concrete or asphalt surface. The exhibition area will measure 75' x 75'. The regulation area will measure 75' x 75'. Teams will be penalized for breaking boundaries in both the exhibition and regulation phases.

COMPETITION GUIDELINES: Entering units should drill in accordance with the drill manual they have been trained under. Ex. (Army FM 22-5 or NavMC 2691). It has been noted that other service branches use drill and ceremony manuals with different guidelines and regulations. The drill meet allows all units to perform in accordance with the requirements outlined in their particular service manual. This drill meet's SOP has been studied by the judges from all services ensuring that it maintains the fairest all-service drill meet format possible. However, for all items not covered by their specific drill manual, teams will be judged under the guidelines of the most recent Air Force Drill and Ceremonies Manual 36-2203.

WEAPON REGULATIONS: All sabers used in armed competition must be either issued demilitarized combat weapons or of the facsimile variety. All team members will have the same TYPE of weapon.

CADET COMMANDER REGULATIONS: All saber competition cadet commanders must carry a rifle, saber, or sword. When a commander chooses to use a saber or sword, it is not permitted for this weapon to leave the commander's hand at any time upon entering the drill floor.

SABER REGULATION PROCEDURES:

The drill sequence must be committed to memory. Missed or additional commands will result in a penalty. Additionally, any commands called while out of bounds will not be counted.

Upon direction of the Head Judge, the team commander will march the team forward and halt centered on the Head Judge. The team commander will then face the team towards the Head Judge and report in with all members at Present Arms. The reporting statement: "*Sir/Ma'am, school name, location of the school city, team name, is ready to begin regulation drill phase.*" Grading does not start until this point.

The boundaries for this phase are 75' x 75'.

There is no time limit for the regulation drill phase.

At the conclusion of the sequence the team commander will report out to the Head Judge. The grading will cease when the team commander renders the salute. The Head Judge will then direct the team commander to move the team from the area. The team commander will exit the team through the opposite end of the area from which they entered.

SABER EXHIBITION PROCEDURES:

The Head Judge will direct the team commander to move the team into the exhibition drill area. The team can execute any movement they may have, centered on the Head Judge to report in. The team commander will render the appropriate salute when reporting in. Timing and judging will begin at this time. The Head Judge will then direct the team commander to execute the drill phase. The boundaries for this phase are 75' x 75'. There will be a 10-point penalty for every boundary violation.

A penalty will be assessed for each piece of dropped equipment.

There are no restrictions on the types of movements a team performs for its drill routine; however, precision, cadence, bearing, head and eye movement, and execution are among the criteria used for grading.

The uses of bayonets, blank ammunition, and/or pyrotechnics are restricted from all areas of competition. Shouldering any of the above forms of weapon at any time during the meet WILL result in team disqualification.

The minimum time limit is 6 minutes and 30 seconds. The maximum time limit is 7 minutes and 30 seconds. A penalty of one point will be deducted from the exhibition drill phase score for each second under or over these time limits.

Grading and timing will cease when the team commander renders the salute to report out. The team or team commander need not be in any specific position in the area in order to report out. No matter what the position of the team commander or team may be, the **HEAD JUDGE** will acknowledge the report out by returning the team commander's salute. The head judge will then direct the team commander to move the team from the drill phase area.

When reporting in for exhibition phase, units may create their own unique reporting statement. (It must be tasteful and of a military fashion.)

EXHIBITION DRILL PHASE (GRADING CRITERIA)

EXECUTION: The overall appearance of a team in terms of how well it executes each movement and how well it flows to a completion, depending on the level of difficulty and technical merit.

USE OF TIME: How well a team fulfills the time requirement and how much time is wasted in the routine.

SPACE: The use of space takes into consideration the way a routine disperses itself on the drill floor.

COMPOSITION: The quality of being able to put together a routine that is diverse, non-repetitive and contains continuity.

SHOWMANSHIP: The ability to execute a routine that impresses not only the judging team, but also the audience.

BEARING: Military bearing in the face of adversity is critical. Therefore, the ability of a team to maintain their military bearing will be essential.

OVERALL APPEARANCE: The general impression each team makes on the judges throughout the routine.

Saber Drill*

Judge:		
School:		

All Movements Scored on a scale of 1 -5. 0 points for omitted items. Command point range from 0-10 per category.

Saber Regulation Sequence	Points	Saber Regulation Sequence	Points
1.Report In		34.Order Arch	
2.Draw Sabers		35.Ready, Face	
3.Present Arms		36.Forward March	
4.Order Arms		37.Column Right March (forward march)	
5.Ceremonial At Ease		38.Flight Halt	
6.Order Arms		39.Left Face	
7.Right Face		40.Right Step March	
8.Forward March		41.Flight Halt	
9.Right Flank		42.Present Arms	
10.Left Flank		43.Order Arms	
11.Column Right March (forward march)		44.Return Sabers	
12.To the Rear March		45.Report Out	
13.To the Rear March		SEQUENCE PTS (225 PTS POSSIBLE)	
14.Change Step March			
15.Column Right March (forward march)		Commander's Actions	
16.Eyes Right		1.Command Voice	
17.Ready Front		2.Military Bearing	
18.Flight Halt		3.Positioning	
19.Parade Rest		COMMAND PTS (30 PTS POSSIBLE)	
20.Flight Attention			
21.Forward March		TOTAL PTS (255 POSSIBLE)	
22.Column Right March			
23.Left Flank		Boundary Violation (Minus 10 pts/ea)	
24.Right Flank			
25.To the Rear March		FINAL TOTAL	
26.To the Rear March			
27.Half Stem March			
28.Mark Time March			
29.Flight Halt			
30.Center Face			
31.Dress Center Dress			
32.Ready Front			
33.Present Arch			

Saber Drill (USMC)

Edge:		
School:		

All Movements Scored on a scale of 1 -7. 0 points for omitted items. Command point range from 0-10 per category.

Saber Regulation Sequence	Points	Saber Regulation Sequence	Points
Present Arms			
Order Arms			
Right Face			
Forward March			
Right Flank			
Left Flank			
Column Right		Sequence Scoring Scale 1-7 Multiply final by .97 (Total possible adjusted score is 224.07)	
March to the Rear			
March to the Rear			
Change Step			
Column Right			
Marches Right			
Ready Front		SEQUENCE PTS (225 PTS POSSIBLE)	
halt			
Parade Rest		Commander's Actions	
Attention		1.Command Voice	
Forward March		2.Military Bearing	
Left Flank		3.Positioning	
Right Flank		COMMAND PTS (30 PTS POSSIBLE)	
March to the Rear			
March to the Rear		TOTAL PTS (255 POSSIBLE)	
Mark Time			
Forward March		Boundary Violation (Minus 10 pts/ea)	
Column Right			
halt		FINAL TOTAL	
Left Face			
Right Step			
halt			
Present Arms			
Order Arms			
Return Swords			
Report Out			
Present Arms			

Saber Exhibition

Judge:			
School:			
All Movements Scored on a scale of 1 -10. 0 points for omitted items. Command point range from 1-10 per category.			
Saber Exhibition	Points	Saber Exhibition	Point
1. Reporting In		Commander's Actions	
2. Variety of Movements		1.Command Voice	
3. Precision		2.Military Bearing	
4. Originality		3.Positioning	
5. Choreography		COMMAND PTS (30 PTS POSSIBLE)	
6. Appearance			
7. Use of Drill Area		TOTAL PTS (130 POSSIBLE)	
8. Degree of Difficulty			
9. Reporting Out		Boundary Violation (Minus 10 pts/ea)	
10. Overall Impression			
SEQUENCE PTS (100 PTS POSSIBLE)		FINAL TOTAL	

TANDEM AND INDIVIDUAL DRILL

JUDGES: Judges will be active duty military personnel from Goodfellow Air Force Base. The same judges will judge every team registered for their particular event. All judges will be thoroughly briefed on meet procedures and all **judges' decisions are final**.

TEAM COMPOSITION: The teams or individual may be male, female or coed. All cadets participating in the tandem or individual drill must be armed.

ARMED AREA: The armed tandem and individual drill will be outside on a concrete or asphalt surface and will measure 30' x 30'. There will be a 10-point deduction for every boundary violation.

COMPETITION GUIDELINES: Competitors shall report to the drill pad ten minutes prior to scheduled time. Tandem and individual teams will enter the exhibition area and report in to the head judge. The reporting statement: "*Sir/Ma'am, (name of team or individual) from (name of school) reports for exhibition drill.*" The head judge will give the appropriate instructions/commands by which then the team may then begin their routine. Each tandem and individual will have a minimum of two minutes and a maximum of three minutes to execute their routine. Teams not meeting this time requirement will be **disqualified**.

GRADING CRITERIA: Tandem and individual drill gives cadets the opportunity to showcase their military precision and creativity in an exhibition competition. Due to the fact that it is an exhibition drill makes evaluation very subjective; however, there are some areas that can be judged objectively. The areas of scoring are as follows: Complexity of drill, military bearing of individuals, precision, and overall smoothness of the routine. If a weapon is shouldered during the Drill, the team will be disqualified.

REPORTING IN: Cadets participating in the tandem or individual drill competition can report into the Individual and Tandem Drill Competition Area at any time between 0830-1015 and 1345-1630.

Individual/Tandem Rifle/Saber Exhibition

Judge:		Circle One	
School:		Individual Tandem	
		Rifle Saber	
All Movements Scored on a scale of 1 -10. 0 points for omitted items. Command point range from 1-10 per category.			
Armed Exhibition	Points	Armed Exhibition	Points
1. Reporting In		Commander's Actions	
2. Variety of Movements		1.Command Voice	
3. Precision		2.Military Bearing	
4. Originality		3.Positioning	
5. Choreography		COMMAND PTS (30 PTS POSSIBLE)	
5. Appearance			
7. Use of Drill Area		TOTAL PTS (130 POSSIBLE)	
3. Degree of Difficulty			
9. Reporting Out		Boundary Violation (Minus 10 pts/ea)	
10. Overall Impression			
SEQUENCE PTS (100 PTS POSSIBLE)		FINAL TOTAL	

WARRIOR CHALLENGE:

Detachment 847 insists that cadets participating in the Warrior Challenge be in top shape and prepared for grueling physical challenge.

PHYSICAL FITNESS TEST: This test will consist of maxing out push-ups and sit-ups within 1 minute and a run time. Members will receive age and gender-specific composite scores based on the following maximum component scores: 60 points for aerobic, 20 points for push-up and 20 points for sit-ups for a max of 100 points. Scoring will come directly from AFPC Fitness Scoring Charts. Physical Training uniforms will be worn for this event.

MOTIVATION: We want to see your unit get pumped up to be out there and to push your limits.

WARRIOR SPIRIT: The ability of your unit to show us that you have the strongest Warrior Spirit Team.

TEAM COMPOSITION OF THE WARRIOR CHALLENGE: Each team will consist of 4 members with at least one female.

EQUIPMENT: Cadets participating in the warrior challenge must wear issued physical training uniforms, appropriate regulation socks, and running shoes. **NONE of these materials will be provided at the meet.** Cadets failing to bring proper attire will not be permitted to participate in the Challenge. **NO EXCEPTIONS!**

Push-Ups: In the start position, hands will be placed shoulder-width apart and the body will be in the upright plank position. Cadets lower their bodies with their arm until the elbows reach a 90 degree angle. Cadets will raise themselves with their arms until they reach the start position. This is one repetition. Cadets will accomplish as many repetitions as possible in one minute. The body remains straight and rigid during all repetitions. Resting must be done in the “up” position, but the body does need to remain rigid. “Snaking” and “head-bobbing” will not be considered valid push-ups. Only the hands and feet may touch the ground. If any other part of the body touches the ground, the contest stops and the count ends with the last valid push up.

Sit-Ups: Sit-ups begin in the down position. Arms are crossed with hands flat on the chest and the buttocks must remain on the ground throughout the exercise. Cadets will raise themselves up using their abdominal muscles until any part of either arm touches any part of either thigh. This constitutes one repetition. If the hands come off the chest or the buttocks come off the ground, the sit-up will not be counted. Resting must be done in the up position. Cadet’s may have their feet held, but may not anchor the legs by holding on to the calves.

Run: The run will be 1.5 miles. You will line up behind the starting line and will be instructed to begin running. No physical assistance from anyone or anything is permitted. Pacing is permitted if there is no physical contact and is not a hindrance to other runners. You are required to stay on and complete the entire marked course. Leaving the course is disqualifying and terminates the test. Your completion time will be recorded when you cross the finish line. If at any time you are feeling in poor health, you are to stop running immediately and you will be given assistance.

TIE BREAKER CRITERIA

(THIS CRITERIA WILL COUNT FOR ALL AREAS OF THE COMPETITION)

INSPECTION PHASE:

Commander's Inspection Score (fewest discrepancies)
Cumulative Score of Element Leaders (fewest discrepancies)
Team's Regulation Drill Score
Team's Exhibition Drill Score

REGULATION DRILL PHASE:

Least Number of Penalty Points
Cumulative Inspection Score of Element Leaders (fewest discrepancies)
Team's Exhibition Drill Score

EXHIBITION DRILL PHASE:

Least Number of Penalty Points
Cumulative Inspection Score of Element Leaders (fewest discrepancies)
Team's Regulation Drill Score