



## MEMORANDUM FOR ALL PARTICIPATING JROTC UNITS

10 July 2014

**FROM:** Billy Ryan High School AFJROTC, TX-093

**SUBJECT:** Sky Raiders Invitational Drill Competition

1. Billy Ryan HS AFJROTC, TX-093 welcomes all units to the Sky Raiders Invitational Drill Competition.
2. **Date & Place.** This competition will be held on **Saturday, 20 September 2014**, at **C.H. Collins Athletic Complex & Stadium**. All entry forms should be received by **12 September 2014**.
3. **Events.** We're sponsoring the following (11) Events:
  - a. Inspection (**NO** Military Knowledge Questions )
  - b. Unarmed Regulation & Exhibition
  - c. Armed Regulation & Exhibition Drill (Demil and/or Facsimile)
  - d. Female (or Mixed) Color Guard
  - e. Male Color Guard
  - f. First Year Unarmed Regulation Drill with 2nd Year Commanding (30 Commands)
  - g. Saber/Sword Regulation Team Drill
  - h. Male & Female PT Competition
4. **Awards. Trophies will be awarded for** 1st, 2nd and 3rd places **in each of the 11 events**. FOR THE OVERALL TROPHIES, YOU MUST HAVE PARTICIPATED IN INSPECTION, UNARMED REGULATION, AT LEAST ONE COLOR GUARD, AND AT LEAST ONE PT TEAM. **To reward quantity and quality, scoring for overall ranking is based on the following rankings: 1st = 20 points, 2nd = 15 points, 3rd = 10 points, 4th = 7 points, 5th = 6 points. There will be no points awarded toward the overall trophies to teams placing 6th or lower in any individual event. The teams (schools) with the top three scores will be eligible for the overall trophies.** Cadets may participate in as many categories as they wish, but they may not participate in the same category more than once.
5. **Limits in number of teams. You are limited to one team in each event**, which means you may enter a maximum of **11** teams. You may not compete more than one team in the same event. Just so that there is no confusion, for Color Guard and PT (all other teams may be Co-Ed) this means that you may have:
  - a. 1 male and 1 female or 1 male and 1 mixed. Color Guard Team You may **not** enter 2 male, 2 female or a mixed and a female. (As indicated, Mixed Color Guard will be judged as Female.)
  - b. 1 male and 1 female PT team. You **cannot** have 2 male or 2 female teams.
6. **Basic Guidelines/constraints.**
  - a. Drill teams must have at least 10 members, counting the commander. Inspection consists of 10 cadets (commander + 9 members). Saber/Sword Regulation has 9 cadets (commander + two 4-person elements).
  - b. **The uncasing of the colors will be done according to Army TC 3-21.5, Paragraph 15-6, a, (1) through (5), b. (note: this IAW with AF JROTC Nationals guidance).**

- c. Unarmed drill will be judged in accordance with Air Force Manual 36-2203.
  - d. Except for PT, Male and Female Color Guards, all teams may be co-ed.
  - e. The same cadets may not compete in both mixed and female color guards.
7. **Entry fees.** The fee for **each team** is **\$30.00**. Please make checks payable to **Billy Ryan HS AFJROTC**.
8. **How to enter.**
- a. **Email or call** to tell us which teams you will enter.
  - b. Then **complete the attached entry form** and **return it, with a check for your entry fees, as soon as possible, but, NLT 12 September 2014**. Please try to pay your entry fees when you enter. Because we pay almost all of the expenses up-front, it helps us if you do that. However, you may bring payment with you as long as we have a **definite commitment from you**. The deadline for canceling, if you have already paid before the NLT date is 18 September 2014. After that date we will not be able to refund your money.
9. **Availability of slots and requests for specific competition times.** The first event start time will be at 0800. In keeping the schedule realistic, we try to schedule times between a school's events to allow cadets who are on more than one team to make it from one event to another. Also, we'll attempt to meet any start and finish time constraints for a school traveling a long distance. We're happy to meet all of these needs, but as the schedule fills up, it becomes harder and harder. Worst-case, we **may not be able to schedule all teams from a late entering school**. Therefore, the sooner you contact us the better. One last thing about the schedule: because it is tight for some events, it is important that teams show up on time. **If a team is more than one minute late, we may have to move it to a later time slot (no penalty is assessed for late arrival...the only "penalty" is getting moved to a later slot).**
10. **Included in this package are the following:**
- a. Drill Meet Entry Form
  - b. General Information about the Meet
  - c. Competition Rules
  - d. Separate Score Sheets for the 11 events.
  - e. PT Statement of Waiver Form
  - f. Saber Arch guidance
  - g. Directions to C. H. Collins Athletic Complex & Stadium
11. As the host of this event, TX-093 will not compete in this meet. We look forward to providing this competition for **your** teams.
12. If you have any questions we have not answered in the information above, please contact us at the above phone number or via email at **TX-093@afjrotc.net** or direct to Col (ret) David Lee at **dlee@dentonisd.org**. We look forward to seeing you in September!

David C. Lee, Col, USAF (Ret)  
Senior Aerospace Science Instructor  
AFJROTC, TX – 093

Dan Warren, SMSgt, USAF (Ret)  
Aerospace Science Instructor  
AFJROTC, TX-093



## Billy Ryan Sky Raiders Invitational Drill Competition Entry Form

**Make Checks payable to: Billy Ryan HS AFJROTC TX-093.** All Drill Entry Fees must be received by the day of the competition. This form must be mailed, faxed, or e-mailed back to us by **12 Sept 2014**.

School \_\_\_\_\_

Point-of-Contact \_\_\_\_\_

Phone \_\_\_\_\_

Special Needs \_\_\_\_\_

<i>Team</i>	<i>Cost (per team)</i>	<i>Requested Event Time (primary / alternate)</i>	<i>Limit</i>	<i># of Teams</i>	<i>\$ Total</i>
Inspection	<b>\$30</b>	/	<b>1</b>		
Male Color Guard	<b>\$30</b>	/	<b>1</b>		
Fem/Co-Ed Color Guard	<b>\$30</b>	/	<b>1</b>		
Armed Reg Drill	<b>\$30</b>	/	<b>1</b>		
Unarmed Reg Drill	<b>\$30</b>	/	<b>1</b>		
Armed Exhibition Drill	<b>\$30</b>	/	<b>1</b>		
Unarmed Exhibition Drill	<b>\$30</b>	/	<b>1</b>		
1 <sup>st</sup> Year Reg Drill	<b>\$30</b>	/	<b>1</b>		
Saber/Sword Reg Drill	<b>\$30</b>	/	<b>1</b>		
Male PT	<b>\$30</b>	/	<b>1</b>		
Female PT	<b>\$30</b>	/	<b>1</b>		
<b>Totals</b>					

**Contact Info:**

**Address:** Billy Ryan High School, AFJROTC TX-093, 5101 E. McKinney Street, Denton, Texas 76206

**Email:** [dlee@dentonisd.org](mailto:dlee@dentonisd.org)

**Phone:** 940-369-3242

**Fax:** 940-369-4960

## **GENERAL INFORMATION**

- 1. REGISTRATION:** Teams may begin reporting in at 0730, 20 September 2014 at C.H. Collins Athletic Complex & Stadium (enter by Concessions on the northwest side of the stadium).
- 2. DRESSING AREAS:** Dressing areas are limited to the designated locker room changing areas located at the North end of the Stadium. **AFJROTC TX-093, Billy Ryan High School and Denton ISD assume no responsibility for lost, damaged or stolen equipment.** Please ensure all personal valuables (i.e. money, cell phones, IPODs, etc) are secured on buses or with associated school instructors.
- 3. INCLEMENT WEATHER:** In case of bad weather, we will take cover in the locker rooms at the **North** end of the stadium, so be prepared to adjust performances appropriately (i.e. Remove heeltaps, no rifle tapping on ground, etc)
- 4. FOOD:** TX-093 will operate a concession stand until 1600 hours.
- 5. AWARDS CEREMONY:** The awards ceremony will begin NLT 1700 hours.

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## **COMPETITION RULES**

- Routines and judging for the events will, as much as possible, be in compliance with national drill competition standards (AFJROTC has taken on authority/guidance for AF Nationals).
- Preparation Area:** Front parking lot (in front of the main entrance).
- Initial Reporting:** Five minutes prior to the designated time for beginning competition, the Team Commander will report to the designated area of competition with his or her team and notify the Head Judge the team is ready for competition. The commander and their team will proceed as directed by the Head Judge. A team may compete early if it is ready and the judge(s) is(are) available.
- Reporting In:** Each team commander will march their team forward and halt, centered on the Head Judge, face their team to the Judge and report. The report will include the Commander's name, the name of the school, and the team name. Grading will begin when the salute is dropped. Platoon may be substituted for flight.
- Military knowledge questions:** There will be **NO** military knowledge questions for Inspection.
- Inspection:** **Cadets are required to wear their service's Regulation Service Dress uniform, authorized ribbons (NO medals), and appropriate service's JROTC shoulder patch – no ascots, gloves, cords, parade belts, or berets. The only headgear allowed will be the garrison cap (flight cap).** The inspector will direct the Team Commander to "Prepare for Inspection".

<b>Important Note!</b>
<b><i>The Inspection Team COMMANDER WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT DRESS &amp; COVER (Alignment) DURING INSPECTION! Cadets will be instructed to dress &amp; cover only by their commander. Cadets at this level are expected to maintain adequate dress &amp; cover without supplemental instruction from the Team Commander. Removing this time-consuming process will allow more time for face-to-face inspection from judges to cadets. Cadet Commanders who move to review the ranks for correct spacing will be graded down for their efforts - DON'T do it!</i></b>

When signaled by the head judge, the Cadet Commander will lead his cadets into the inspection area, centering his/her unit on the Judge. The unit should then be instructed to —**Open Ranks**” by the Cadet Commander. The cadet commander then turns, salutes and states, —Sir/Ma’am, XXXXX High School

(school name) XXXX drill team (team name) is prepared for inspection. **NOTE: DO NOT have the entire formation salute the judge!** The unit is then ready to be inspected by the judge. The judge will visually evaluate the Cadet Commander and then command, —**Precede me through the inspection.** At this point, the judge steps off to evaluate element leaders.

**Grading includes reporting in.** Scoring ceases after the commander **reports out.** Inspection scores will be calculated by adding all points earned by each team member to include all commander points. Total points earned will be divided by the number of cadets, including the commander, on the inspection team to derive an overall team average.

**NOTE: Inspection is a 10 member team (including the Commander). No points are earned for additional team members; points will be deducted for less than 10 members.**

#### **7. Regulation Drill:**

- a. All drill pads will be measured/sized to 100' x 100.' Judging will begin when the reporting salute is dropped. Judging will cease when the Team Commander reports to the Head Judge that the team has completed the Regulation Drill. Judging will be according to Air Force Manual 36-2203.
- b. We have changed the drill sequences for Unarmed, Demil/Facsimile to standardize them and to move the ending point to the same side as the starting point.

#### **8. Exhibition Drill:**

- a. All drill pads will be measured/sized to 100' x 100.' Exhibition routines should be derived from basic drill movements – nothing that hints as dancing moves or excessive —ie, hand slapping...professionalism is key. Teams should display their imagination, creativity, pride, and spirit within the content of military bearing. Judging will begin when the reporting salute is dropped and it will end when the team commander reports Exhibition Drill completed. **Routines must be a minimum of five (5) minutes and a maximum of eight (8) minutes.** Teams will be penalized 1 point for each second under or over these time limits.
- b. **Rifles.** IAW Air Force Drill Competition Rules: teams may utilize any rifle (either demilitarized or facsimile). In either case, the drill rifle must: **1)** be rendered un-fireable by either “leading ‘ the barrel or removing/ maintaining no firing pin, **AND 2)** maintain an adjustable sling. Teams who choose to utilize a weapon that weighs less than 8lbs for **Armed Team Exhibition** will receive an 8-point score deduction (5%) from their Armed Exhibition grand total. Judges will be **STRONGLY** instructed they should score **EVERY** routine granting full points for all movements regardless of weapon weight.

**9. Color Guard:** This drill pad is 75' x 75'. When uncasing and casing the colors, TC 3-21.5, paragraph 15-6, a, (1) through (5), b, states that the guards will walk out at a 45 degree angle – they take a half-right and a half-left. **The color guard sequence should be done with honor and professionalism – nothing that hints of exhibition-type drill should be used.** The Color Guard should march at Quick Time, 100 to 120 steps per minute.

**10. SABER Team: Composed of 9 team members (Cdr + two 4-member elements).** In conjunction with other local AFJROTC Drill Competition rules, we're added commands to the routine this year to make it more challenging. Guidance on the following is included at the end of this SOP:

- **Ceremonial At Ease**
- **Commands 30 thru 35 dealing with presenting an arch**

**11. Physical Training Competition:** This competition is for all high school junior ROTC physical fitness teams of all Armed Services. **Competition phases with be conducted IAW Air Force Instruction 36-2905.** Each school participating in the PT portion must enter a four male team **and/or** a four female team. PT events are as follows: Push-ups, Sit-ups, Standing Long Jump, and a 4x100 shuttle relay team. The same four cadets must participate in all four events.

- a. **Push-ups & Sit-ups** are separate, timed events; each competitor has **ONE MINUTE** to accomplish as many push-ups and sit-ups as possible within time limits. There will be a rest period between these two events.
- b. The **Standing Long Jump** will be conducted after the Push-ups & Sit-ups. There will be no running start. The distance measured is between the starting line and the closest body part of the jumper to the starting line.
- c. The **Relay Team** is timed; the lead runner will start with a relay baton, handing off the baton to follow-on runners. Each runner will cover approximately 100 yds, with lower times garnering higher points totals.

## *Inspection/Team TX-093 SkyRaiders Drill Meet 20 Sep 2014*

- Overall total points for the team will be divided by the total team members for the team average.
- All movements scored on a scale of 1 - 5, in 1 pt increments.

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

<i>School:</i>		<i>Judge:</i>	
<i>Cadet Name</i>			
1. Bearing		8. Buttons	
2. Headgear		9. Shirt	
3. Hair		10. Pants/slacks	
4. Shave		11. Tie/tab	
5. Insignia		12. Pockets	
6. Ribbons		13. Strings	
7. Patches		14. Footwear	
Column 1 subtotal		Column 2 subtotal	
		Grand Total	

**Note for Judges:** All females get an automatic “5 pts” for “shave.” Do not leave ANY blanks in the scoring columns, and please write LEGIBLY!

**Team Commander**

<b>School:</b>		<b>Judge:</b>	
<b>Commander Name</b>			
<b>1. Bearing</b>		<b>9. Shirt</b>	
<b>2. Headgear</b>		<b>10. Pants/slacks</b>	
<b>3. Hair</b>		<b>11. Tie/tab</b>	
<b>4. Shave</b>		<b>12. Pockets</b>	
<b>5. Insignia</b>		<b>13. Strings</b>	
<b>6. Ribbons</b>		<b>14. Footwear</b>	
<b>7. Patches</b>		<b>15. Report Out</b>	
<b>8. Buttons</b>		<b>Column 2 subtotal</b>	
<b>Column 1 subtotal</b>		<b>Commander's Action Points</b>	
		<b>Grand Total</b>	

<b>Commander's Actions: score each item on a 1-10 pt scale, maximum of 30 points</b>	
<b>1. Voice</b>	
<b>2. Bearing</b>	
<b>3. Positioning</b>	
<b>Total Points</b>	

**Inspection Team Grand Total Score Sheet**

<b>1. Total Points, ALL team members (minus the Commander)</b>	
<b>2. Total Points for the Commander (include Commander inspection items + Commander's Actions)</b>	
<b>Grand Total (team members + Commander pts)</b>	
<b>Total team members (including Commander)</b>	
<b>Team Average</b> (Grand Total pts divided by Total team members)	



# Unarmed Regulation Drill

# TX-093 SkyRaiders Drill Meet

20 Sep 2014

School/Team		Judge
- All movements scored on a scale of 1 - 5, in 1 pt increments. - Zero for omitted items. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> - Note: Report in/out will be all movements needed to front the unit on the head judge and then enter/exit the pad		
<b>REPORT IN</b>		25. To the Rear March
1. Dress Right Dress		26. To the Rear March
2. Ready Front		26a. Flight Halt
3. <b>PARADE REST</b>		27. Column of Files from the Right (AF: Forward March)
4. Flight (Platoon) Attention		27a. Flight Halt
5. <b>PRESENT ARMS</b>		28. Column of Threes to the Left March
6. Order Arms		29. Column Left March (AF: Forward March)
7. <b>COUNT OFF</b>		30. Double Time, March
8. <b>Right, Face</b>	<i>Army Executes:</i> 8. Close Interval 9. Normal Interval 10. Right Face 11. Left Face	31. <b>Quick Time, March</b>
9. Close March		32. Column Left March (AF: Forward March)
10. Extend March		33. Change Step, March
11. Left Face		33a. <b>FLIGHT HALT</b>
12. Open Ranks March (AF: Ready, Front)		34. Column Left March (AF: Forward March)
13. Close Ranks March		35. Column ½ Left March
14. Left Step March (4-step minimum)		36. Column ½ Left March
14a. <b>FLIGHT HALT</b>		37. To the Rear March
15. Left Face		38. To the Rear, March / Flight Halt
16. Right Step, March (4-step minimum)		39. Forward March / Eyes Right
16a. Flight Halt		40. Ready, Front
17. Four steps forward march		41. Column Left March (AF: Forward March)
18. About Face		42. Column Left March (AF: Forward March)
18a. Forward March		42a. <b>FLIGHT HALT</b>
19. Column Right March (AF: Forward March)		42b. Forward March
20. Column Right March (AF: Forward March)		43. To the Rear March
21. Column Right March (AF: Forward March)		44. To the Rear March
22. Left Flank, March		45. Half Step March
23. Right Flank, March		45a. Forward March
23a. <b>FLIGHT HALT</b>		46. Left Flank March
24. Column Left March (AF: Forward March)		46a. Flight Halt
<b>Column 1 Sub Total</b>		<b>Report Out</b>
		<b>Column 2 Sub Total</b>
<b>Commander's Actions: Score each item</b>		<b>Column 1 Sub Total</b>
1. Voice		<b>Summary</b>
2. Bearing		
3. Positioning		<b>Routine Total (230 pts max)</b>
<b>Commander's TOTAL (30 pts max)</b>		<b>Commander's Total (30 pts max)</b>
		<b>Unarmed Regulation TOTAL (260 pts max)</b>

Commander's Initials \_\_\_\_\_

Judges Initials \_\_\_\_\_

**Armed Regulation Drill**
**TX-093 SkyRaiders Drill Meet**
**20 Sep 2014**

School/Team		Judge	
- All movements scored on a scale of 1 - 5, in 1 point increments. - Zero for omitted items. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> - Note: Report in/out will be all movements needed to front the unit on the head judge and then enter/exit the pad			
<b>REPORT IN</b>		25. To the Rear March	
1. Inspection Arms		26. To the Rear March	
2. Ready, Port Arms (or Port, Arms)		26a. Flight (Platoon) Halt	
3. Order Arms		27. Port Arms	
4. Dress Right, Dress		28. File from the Right	
5. <b>READY FRONT</b>		28a. Flight (Platoon) Halt	
6. Parade Rest		29. Column of Threes to the Left	
7. Flight (Platoon for Army) Attention		30. Column Left March	
8. 15-Count MANUAL ARMS **		31. Double Time March	
9. Count Off		32. Quick Time March	
10. Close Interval March		33. Column Left March	
11. Normal Interval March		34. Right Shoulder Arms	
12. Open Ranks March		34a. <b>FLIGHT (Platoon) HALT</b>	
13. Close Ranks March		35. Column Left March	
14. Left Step March (4 steps minimum)		36. Column ½ Left March	
14a. FLIGHT (Platoon) HALT		37. Column ½ Left March	
15. Left, Face		38. To the Rear March	
16. Right Step, March (4 steps minimum)		39. To the Rear March / Flight (Platoon) Halt	
16a. Flight (Platoon) Halt		40. Forward March / Eyes Right	
17. About Face		41. Ready Front	
18. Right Shoulder, Arms		42. Column Left March	
18a. Forward March		43. Left Shoulder Arms	
19. Column Right March		44. Column Left March	
20. Column Right March		45. Left Flank March	
21. Column Right March		45a. Flight (Platoon) Halt	
22. Left Flank March		<b>TEAM REPORTS OUT</b>	
23. Right Flank March			
24. Column Left, March		<b>Column 2 Sub Total</b>	
<b>Column 1 Sub Total</b>		<b>Column 1 Sub Total</b>	
** consists of: order, right shoulder, present, order arms (TC 3-21.5, pg 4-10)- Navy/USMC teams execute 14-count Manual Arms.			
<b>Commander's Actions:</b> Score each item on 1 – 10 scale, 1 pt increments.		<b>Routine Total (225 pts max)</b>	
1. Voice		<b>Commander's Total (30 pts max)</b>	
2. Bearing		<b>Armed Regulation TOTAL (255 pts max)</b>	
3. Positioning			
<b>Commander's Total (30 pts max)</b>			

**Commander's Initials** \_\_\_\_\_

**Judges Initials** \_\_\_\_\_

School/Team		Judge	
<b>Routine:</b> - All movements scored on a scale of 1 - 5, in 1 point increments. - Zero pts for omitted items. - Enter the drill pad to begin scoring. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b>			
1. Uncase Colors <sup>(3)</sup>		12. Right Wheel March (Right Turn)	
2. Report In <sup>(1)</sup>		13. Right Wheel March (Right Turn)	
3. Colors Reverse March (Counter March)		14. Colors Reverse March(Counter March)	
4. Left Wheel March (Left Turn)		15. Eyes Right	
5. Colors Reverse March (Counter March)		16. Ready Front	
6. Color guard Halt		17. Left Wheel March (Left Turn)	
7. Order Colors		18. Left Wheel March (Left Turn)	
8. Parade Rest		19. Left Wheel March (Left Turn)	
9. Color Guard, Attention		20. COLOR GUARD HALT	
10. CARRY COLORS		21. Report Out <sup>(2)</sup>	
11. Forward March			
Column 1 Sub Total		Column 2 Sub Total	
		Column 1 Sub Total	
Commander's Actions: Score each item on 1 – 10 scale, 1 pt increments.		Summary	
1. Voice		Routine Total (90 pts max)	
2. Bearing		Commander's Total (30 pts max)	
3. Positioning		Female/Co-Ed Color Guard Total (120 ptsMax)	
Commander's Total (30 Max)			

**Note 1: Report In**—movements needed to enter the drill floor: center the colors on the head judge and verbally report in.

**Note 2: Report Out**—movements needed to center the colors on the head judge: verbally report out then leave the floor.

**Note 3: Uncase Colors**—all of the movements required to correctly uncase the colors (can be done anywhere on the drill pad).

<b>Commander's Initials</b> _____	<b>Judges Initials</b> _____
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School/Team		Judge	
<b>Routine:</b> - All movements scored on a scale of 1 - 5, in 1 point increments. - Zero pts for omitted items. - Enter the drill pad to begin scoring. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b>			
1. Uncase Colors <sup>(3)</sup>		12. Right Wheel March (Right Turn)	
2. Report In <sup>(1)</sup>		13. Right Wheel March (Right Turn)	
3. Colors Reverse March (Counter March)		14. Colors Reverse March(Counter March)	
4. Left Wheel March (Left Turn)		15. Eyes Right	
5. Colors Reverse March (Counter March)		16. Ready Front	
6. Color guard, Halt		17. Left Wheel March (Left Turn)	
7. Order Colors		18. Left Wheel March (Left Turn)	
8. Parade Rest		19. Left Wheel March (Left Turn)	
9. Color guard, Attention		<b>20. COLORS GUARD, HALT</b>	
<b>10. CARRY COLORS</b>		21. Report Out <sup>(2)</sup>	
11. Forward March			
<b>Column 1 Sub Total</b>		<b>Column 2 Sub Total</b>	
		<b>Column 1 Sub Total</b>	
<b>Commander's Actions:</b> Score each item on 1 – 10 scale, 1 pt increments.		<b>Summary</b>	
1. Voice		<b>Routine Total (90 pts max)</b>	
2. Bearing		<b>Commander's Total (30 pts max)</b>	
3. Positioning		<b>Male Color Guard Total (120 pts max)</b>	
<b>Commander's TOTAL (30 Max)</b>			

**Note 1: Report In**—movements needed to enter the drill floor: center the colors on the head judge and verbally report in.

**Note 2: Report Out**—movements needed to center the colors on the head judge: verbally report out then leave the floor.

**Note 3: Uncase Colors**—all of the movements required to correctly uncase the colors (can be done anywhere on the drill pad).

Commander's Initials \_\_\_\_\_

Judges Initials \_\_\_\_\_

<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
Routine: - All items scored on a scale of 1 – 5, in 1 pt increments - Subtract 1 penalty point for each second under 5 or over 8 minutes.			
1. Report In			
2. Variety of Movements			
3. Precision			
4. Teamwork			
5. Choreography			
6. Team Appearance			
7. Use of Drill Area			
8. Difficulty			
9. Report Out			
10. Overall Impression			
		<b>Total Time for Routine</b>	
<b>Routine Score (50 Max)</b>		<b>Seconds Over or Under Limits</b>	
<b>Minus Time Penalty Points</b>		<b>Time Penalty Points</b>	
<b>Routine Total</b>			
<b>Commander's Actions: Score each item on 1 – 10 scale 1 pt increments.</b>			
1. Bearing		<b>Summary</b>	
2. Positioning		<b>Routine Total (50 pts max)</b>	
		<b>Commander's Total (20 pts max)</b>	
<b>Commander's Total (20 pts max)</b>		<b>Unarmed Exhibition Total (70 pts max)</b>	

Commander's Initials: \_\_\_\_\_

Judge's Initials: \_\_\_\_\_

<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
<b>Routine: - All items scored on a scale of 1 – 5, in 1 pt increments.</b> <b>- Subtract 1 penalty point for each second under 5 or over 8 minutes.</b>			
1. Report In			
2. Variety of Movements			
3. Precision			
4. Teamwork			
5. Choreography			
6. Team Appearance			
7. Use of Drill Area			
8. Difficulty			
9. Use of Weapons			
10. Report Out			
11. Overall Impression			
		<b>Total Time for Routine</b>	
<b>Routine Score (55 Max)</b>		<b>Seconds Over or Under Limits</b>	
<b>Minus Time Penalty Points</b>		<b>Time Penalty Points</b>	
<b>Routine Total</b>			
<b>Commander's Actions: Score each item on 1 – 10, 1 pt increments.</b>			
1. Bearing		<b>Summary</b>	
2. Positioning		<b>Routine Total (55 pts max)</b>	
		<b>Commander's Total (20 pts max)</b>	
<b>Commander's Total (20 pts max)</b>		<b>Armed Exhibition Total (75 pts max)</b>	

**Commander's Initials:** \_\_\_\_\_

**Judge's Initials:** \_\_\_\_\_

<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
<b>Grading: - All movements scored on a scale of 1 – 5 pts, in 1 pt increments.</b> <b>- Start with the maximum points in each area, and then deduct points for infractions.</b>			
1. Report In		18. Forward March	
2. Order Arms		19. To the Rear March	
3. Parade Rest		20. To the Rear March	
4. Attention		21. Column Right March	
5. Open Ranks March		22. Forward March	
6. Ready Front		23. Eyes Right	
7. Close Ranks March		24. Ready Front	
8. Present Arms		25. Column Right March	
9. Order Arms		26. Forward March	
10. Parade Rest		27. Change Step March	
11. Attention		28. Column Right March	
12. Left Face		29. Forward March	
13. About Face		30. Flight Halt	
14. Forward March		31. Left Face	
15. Right Flank March		32. Right Step March	
16. Left Flank March		33. Flight Halt	
17. Column Right March		34. Report Out	
<b>Column 1 sub total</b>		<b>Column 2 sub total</b>	
		<b>Column 1 sub total</b>	
<b>Commander's Actions: Score each item on 1 – 10 scale.</b>		<b>Routine Total (170 pts max)</b>	
1. Voice		<b>Summary:</b>	
2. Bearing		<b>Routine Total (170 pts max)</b>	
3. Positioning		<b>Commander's Total (30 pts max)</b>	
<b>Commander's Total (30 pts max)</b>		<b>First Year Cadets Total (200 pts max)</b>	

Commander's Initials: \_\_\_\_\_

Judge's Initials: \_\_\_\_\_

<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
<b>Routine: - All movements scored on a scale of 1 – 5, in 1 pt increments.</b> <b>- Zero for omitted items.</b>			
1. Report in		25. To the Rear March	
2. Draw Sabers		26. To the Rear March	
3. Present Arms		27. Half Step March	
4. Order Arms		28. Mark Time March	
5. Ceremonial At Ease		29. Flight Halt	
6. Order Arms		30. Center Face	
7. Right Face		31. Dress Center, Dress	
8. Forward march		32. Ready Front	
9. Right Flank March		33. Present Arch	
10. Left Flank March		34. Order Arch	
11. Column right March ( <i>Forward march</i> )		35. Ready Face	
12. To the Rear March		36. Forward March	
13. To the Rear March		37. Column Right, March ( <i>Forward march</i> )	
14. Change Step March		38. Flight, Halt	
15. Column Right march ( <i>Forward march</i> )		39. Left, Face	
16. Eyes Right		40. Right Step March	
17. Ready Front		41. Flight Halt	
18. Flight Halt		42. Present Arms	
19. Parade Rest		43. Order Arms	
20. Flight Attention		44. Return Sabers	
21. Forward March		45. Report out	
22. Column Right march ( <i>Forward march</i> )			
23. Left Flank, March			
24. Right Flank March			
<b>(Platoon may be substituted for flight.)</b>			
<b>Column 1 sub total</b>		<b>Column 2 sub total</b>	
		<b>Column 1 sub total</b>	
		<b>Routine Total (225 pts max)</b>	
<b>Commander's Actions: Score each item on 1 – 10 scale.</b>			
1. Voice		<b>Summary</b>	
2. Bearing		<b>Routine Total (225 pts max)</b>	
3. Positioning		<b>Commander's Total (30 pts max)</b>	
<b>Commander's Total (30 pts max)</b>		<b>Grand Total (255 pts max)</b>	

Commander's Initials: \_\_\_\_\_

Judge's Initials: \_\_\_\_\_



<b>SCHOOL / TEAM:</b>	<b>JUDGE:</b>
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<b>Push-Ups: 0 – 4: zero points</b>				
<b>&gt; 4: 1 point for each push-up</b>				
	<b>Num</b>	<b>Points</b>		
<b>Cadet 1</b>				
<b>2</b>				<b>Team</b>
<b>3</b>				<b>Push-up</b>
<b>4</b>				<b>Score</b>
		<b>Total Team Push-up Points</b>		<b>x 1/4</b>

<b>Sit-Ups: 0 – 19: zero points</b>				
<b>&gt; 19: 1 point for each sit-up</b>				
	<b>Num</b>	<b>Points</b>		
<b>Cadet 1</b>				
<b>2</b>				<b>Team</b>
<b>3</b>				<b>Sit-up</b>
<b>4</b>				<b>Score</b>
		<b>Total Team Sit-up Points</b>		<b>x 1/4</b>

<b>Broad Jump: 0 – 36 inches: zero points</b>				
<b>&gt; 36: 1 point for each inch</b>				
	<b>Inches</b>	<b>Points</b>		
<b>Cadet 1</b>				
<b>2</b>				<b>Team</b>
<b>3</b>				<b>Jump</b>
<b>4</b>				<b>Score</b>
		<b>Total Team Push-up Points</b>		<b>x 1/4</b>

<b>Relay: Point scale goes from 180 for 48.0 sec to 0 for times above 1:23.6</b>			<b>Team Summary</b>	
<b>Relay Time</b>			<b>Team Push-up Score</b>	
			<b>Team Sit-up Score</b>	
			<b>Team Jump Score</b>	
<b>Points</b>			<b>Team Run Points</b>	
			<b>Subtotal</b>	
			<b>x Adjust Factor</b>	

Commander's Initials: \_\_\_\_\_

Judge's Initials: \_\_\_\_\_

*Male PT**TX-093 SkyRaiders Drill Meet**20 Sep 2014*

<b>SCHOOL / TEAM:</b>	<b>JUDGE:</b>
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<b>Push-Ups: 0 – 9: zero points</b>				
<b>&gt; 9: 1 point for each push-up</b>				
	<b>Num</b>	<b>Points</b>		
<b>Cadet 1</b>				
<b>2</b>				<b>Team</b>
<b>3</b>				<b>Push-up</b>
<b>4</b>				<b>Score</b>
		<b>Total Team Push-up Points</b>	<b>x 1/4</b>	

<b>Sit-Ups: 0 – 19: zero points</b>				
<b>&gt; 19: 1 point for each sit-up</b>				
	<b>Num</b>	<b>Points</b>		
<b>Cadet 1</b>				
<b>2</b>				<b>Team</b>
<b>3</b>				<b>Sit-up</b>
<b>4</b>				<b>Score</b>
		<b>Total Team Sit-up Points</b>	<b>x 1/4</b>	

<b>Broad Jump: 0 – 36 inches: zero points</b>				
<b>&gt; 36: 1 point for each inch</b>				
	<b>Inches</b>	<b>Points</b>		
<b>Cadet 1</b>				
<b>2</b>				<b>Team</b>
<b>3</b>				<b>Jump</b>
<b>4</b>				<b>Score</b>
		<b>Total Team Push-up Points</b>	<b>x 1/4</b>	

<b>Relay: Point scale goes from 180 for 44.0 sec to 0 for times above 1:19.6</b>			<b>Team Summary</b>	
<b>Relay Time</b>			<b>Team Push-up Score</b>	
			<b>Team Sit-up Score</b>	
			<b>Team Jump Score</b>	
<b>Points</b>			<b>Team Run Points</b>	
			<b>Subtotal</b>	
			<b>x Adjust Factor</b>	

Commander's Initials: \_\_\_\_\_

Judge's Initials: \_\_\_\_\_

***PHYSICAL TRAINING COMPETITION***

***PERMISSION and STATEMENT OF WAIVER***

***FOR***

***BILLY RYAN HIGH SCHOOL, TX-093 DRILL MEET***

I, \_\_\_\_\_, the Parent/Guardian of \_\_\_\_\_,  
Printed name of Parent/Guardian Printed name of cadet

hereby grant permission for my son or daughter to participate in the Physical Training Competition portion of the Billy Ryan High School Drill Meet. I release the United States Air Force, the Denton Independent School District, Billy Ryan High School, its staff and faculty, the JROTC Department, the JROTC instructors, those involved in the conduct of the PT competition, and all agents and sponsors of the above, of any liability for any injury sustained by my son or daughter during this drill meet.

\_\_\_\_\_  
Signature of Cadet Competitor

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of Parent / Guardian

\_\_\_\_\_  
Date

\_\_\_\_\_  
Signature of JROTC Instructor

\_\_\_\_\_  
Date

**NOTE:**

***This form must be completed and turned in before a cadet is allowed to participate in the PHYSICAL TRAINING COMPETITION***

# CEREMONIAL AT EASE

CEREMONIAL  
AT, EASE!



On the preparatory command of Ceremonial-At, the officer/enlisted individual will stand fast.

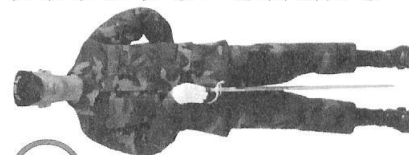
1



On the command of Ease, the right hand lowers with the saber/sword straight, not an angle inward or outward in relationship to the body, the thumb facing outward and the tip of the saber/sword about 6 inches from the marching surface. Simultaneously, the left foot will leave the right foot 6 to 8 inches apart and the left hand is placed in the small of the back, fingers extended and joined, palm is to the rear.

START OF  
MOVEMENT

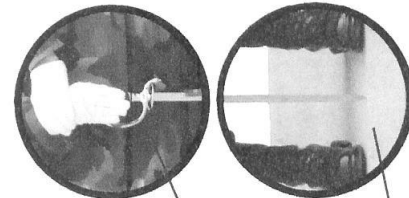
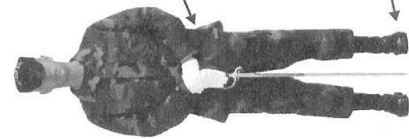
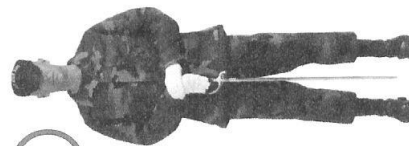
2



(1-2 inches)

The saber/sword is positioned to the front and centered on the body. The tip of the saber/sword is directly between and on-line with the left and right foot. The tip of the saber/sword is approximately 1-2 inches from the marching surface, the right thumb closest to the body; remaining fingers extended and joined farthest from the body. The left hand remains in the small of the back.

3



The left hand repositions and meets the right hand in front of the body. Left hand (fingers extended and joined) lies on top of right hand and thumb wraps around the palm of the hand. NOTE: Once count 3 is complete, slowly lower the saber/sword gently resting on the marching surface.

END OF MOVEMENT



USAF HONOR GUARD  
VISUAL GUIDE TO PERFECTION

3 / 5

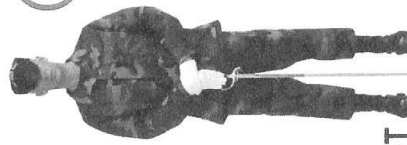
SABER/SWORD MANUALS

DATE: JAN 06

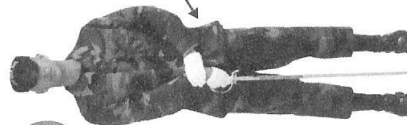


# ORDER FROM CEREMONIAL AT EASE

HONOR,  
GUARD

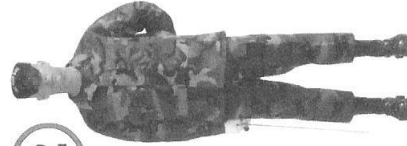


1



The grip of the saber/sword is grasped securely with the right hand, left hand remains in position.

2



Assume the position of Parade Rest



START OF  
MOVEMENT

ATTENTION!

3



Snap to the Position of Attention by sharply returning the saber/sword to the position of carry.

END OF  
MOVEMENT



USAF HONOR GUARD  
VISUAL GUIDE TO PERFECTION

4 / 5

SABER/SWORD MANUALS

DATE: JAN 06



## ***The Saber Arch: Instructions adapted from the USAF Honor Guard Manual***

To do this movement, the team must be in two elements, four members per element. There should be no problem considering the team should not be more than 9 members including the commander, as per this SOP.

Prior to the command *Center Face*, have one element take one *right* step and the other one *left* step. This will create the extra space needed to do the arch.

The command *Dress Center Dress*, calls for the team members to snap their heads down, using their peripheral vision to make small adjustments.

On the command *Ready, Front*, the team members will snap their heads back up and to the front – looking at each other.

On the command *Present Arch*, the team members form the arch by extending their right arm, forming a straight line with their arm and saber. The saber is at a 45 degree upward angle. At this point, the commander will be the only one to march through the arch. The commander will then halt, do an about face and then give the next command.

The next command is *Order Arch*. On this command, the team members will return to the position of order arms.

Finally, the command *Ready, Face* is given. The team members will face in the direction that will create a column formation in preparation for the next command on the command sheet (Column Right). After facing, the elements will again take one left and right step, the opposite of what they did for Center Face, to close the distance between them. The commander will once again position themselves on their flight in preparation for forward march.

# DIRECTIONS TO C.H. COLLINS ATHLETIC COMPLEX & STADIUM

Denton Independent School District  
C. H. Collins Athletic Complex  
1500 Long Road  
Denton, Texas 76207

From I-35 E: Exit N. Loop 288; Exit 428; Right on 428; Left on Long Road; Stadium on Left

From I-35 W: Exit E. Loop 288; Exit 428; Left under overpass; Left on Long Road; Stadium on Left

