



5 Oct 2019

## MEMORANDUM FOR ALL PARTICIPATING JROTC UNITS

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

**SUBJECT:** 2019 SkyRaiders Invitational Drill Competition

1. Billy Ryan HS AFJROTC, TX-093 welcomes all units to the SkyRaiders Invitational Drill Competition.
2. **Date & Place.** This competition will be held on **Saturday, 5 October 2019**, at **Billy Ryan High School, 5101 E. McKinney St., Denton, TX.** All entry forms should be received by **27 September 2019**.

***NOTE FOR PARKING!! All buses may drop off / pickup passengers at the front of the school, but then MUST PARK in the lot on the far west side of the campus near our bus barn. All cars / vans will park in normal designated spots as needed. REFER TO YOUR MAP.***

3. **Events. We're sponsoring the following (12) Events:**
  - a. Inspection (w/ general knowledge questions) – Dance Studio
  - b. Unarmed Regulation Drill – 100 x 100
  - c. Unarmed Exhibition Drill – 60 x 80 (Before Lunch Only)
  - d. Armed Regulation Drill – 100 x 100
  - e. Armed Exhibition Drill – 60 x 80 (Before Lunch Only)
  - f. Female (or Mixed) Color Guard 60 x 80 (Gym)
  - g. Male Color Guard – 60 x 80 (Gym)
  - h. First Year Unarmed Regulation Drill with 1<sup>st</sup> or 2nd Year Maximum Commanding (See para 6f) – 80 x 100
  - i. Saber/Sword Regulation Team Drill – 75 x 75 (Before Lunch Only)
  - j. Male PT Team (Weight Room / Track)
  - k. Female PT Team (Weight Room / Track)
  - l. Tug-O-War Competition (1515-1630) (GYM)

4. **Awards.** Trophies will be awarded for 1st, 2nd and 3rd places in each of the first 11 events (Tug-o-War will have a Champion and Runner-Up trophy). There will also be 1st, 2nd, 3rd place overall trophies.

**NOTE:** FOR THE OVERALL TROPHIES, YOU MUST HAVE PARTICIPATED IN INSPECTION, ARMED REGULATION, UNARMED REGULATION, AT LEAST ONE COLOR GUARD, AND AT LEAST ONE PT TEAM. While there are minimum events that must be entered in order to qualify for the Overall Trophies, qualifying teams will receive points for ALL EVENTS ENTERED TO CALCULATE THE OVERALL TROPHIES. **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 = 6 points, 5th = 4 points (Exception: PT event points will be awarded at 50% value from other drill events). There will be no points awarded toward the overall trophies to teams placing 6th or lower in any individual event. The Tug-O-War will not award points toward the overall trophy. 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 (2 for Tug-o-War)**, which means you may enter a maximum of **13** teams. Extra teams WILL NOT be added, even if just for “JV” or “practice”. 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:
- 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.)
  - 1 male and 1 female PT team. You **cannot** have 2 male or 2 female teams.
6. **Basic Guidelines/constraints.**
- Unarmed drill will be judged in accordance with Air Force Manual 36-2203/TC 3-21.5.
  - The same cadet may not command both mixed and female color guards.
  - To qualify as a member of the “1<sup>st</sup> Year Regulation” team, the **cadet must be in their 1<sup>st</sup> year of JROTC.** Their year in high school does not matter. **The commander may be no more than a 2<sup>nd</sup> Year Cadet.**
  - Five points will be deducted from the drill/color guard/saber team’s score for EACH boundary violation.
  - There will be a 10-25 point deduction for missing cadets, dependent on the event.
7. **Entry fees.** The fee for each team is **\$35.00**. The Tug-O-War cost will be **\$10 per team**. Please make checks payable to Billy Ryan HS AFJROTC.
8. **How to enter.**
- Check Schedule for open times by clicking here. **Note YOU CANNOT EDIT THIS DOCUMENT...simply view for available times.** [https://docs.google.com/spreadsheets/d/1ynV6DgB4u17DHd3HJksBhaSast1Pzm-4TrR\\_1Md8qCA/edit#gid=284593832](https://docs.google.com/spreadsheets/d/1ynV6DgB4u17DHd3HJksBhaSast1Pzm-4TrR_1Md8qCA/edit#gid=284593832)
  - Email or call to tell us which teams you will enter and times.
  - Complete the attached entry form and return it, with a check for your entry fees, as soon as possible, but, NLT 1 October 2019. 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, is 21 Sept. 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 for most events.* In keeping the schedule realistic, we try to schedule time between a school’s events to allow cadets who are on more than one team to make it from one event to another. Because it is tight for some events, it is important that teams show up on time. **If a team is 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:**
- Drill Meet Entry Form
  - General Information
  - Competition Rules
  - Separate Score Sheets for the 11 events
  - PT Statement of Waiver Form
  - Saber Arch guidance
  - Directions to Billy Ryan High School
  - Campus Map
11. 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 SMSgt (ret) Dan Warren at [dwarren@dentonisd.org](mailto:dwarren@dentonisd.org). We look forward to seeing you in September!

Michael Deal, Lt Col, USAF (Ret)  
Senior Aerospace Science Instructor  
AFJROTC, TX – 093

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



## 2019 Billy Ryan Sky Raiders Invitational Drill Competition Entry Form

**Make Checks out 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 **1 October 2019.**

School \_\_\_\_\_

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

Phone \_\_\_\_\_

Check Schedule here for Openings:

[https://docs.google.com/spreadsheets/d/1ynV6DgB4u17DHD3HJksBhaSast1Pzm-4TrR\\_IMd8qCA/edit#gid=284593832](https://docs.google.com/spreadsheets/d/1ynV6DgB4u17DHD3HJksBhaSast1Pzm-4TrR_IMd8qCA/edit#gid=284593832)

<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	\$35	/	1		
Male Color Guard	\$35	/	1		
Fem/Co-Ed Color Guard	\$35	/	1		
Armed Reg Drill	\$35	/	1		
Unarmed Reg Drill	\$35	/	1		
Armed Exhibition Drill	\$35	/	1		
Unarmed Exhibition Drill	\$35	/	1		
1 <sup>st</sup> Year Reg Drill	\$35	/	1		
Saber/Sword Reg Drill	\$35	/	1		
Male PT	\$35	/	1		
Female PT	\$35	/	1		
<b>Tug-O-War Team</b>	<b>\$10 EA</b>	<b>1515-1630</b>	<b>2</b>		
<b>Totals</b>					

**Contact Info:**

**Address:** Billy Ryan High School, AFJROTC TX-093, 5101 E. McKinney Street, Denton, Texas 76208

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

**Phone:** 940-369-3149

## **GENERAL INFORMATION**

1. **REGISTRATION:** Teams may begin reporting in at 0730, 13 October 2019 at Billy Ryan High School at the main entrance to the school. Buses may drop off cadets in the front, but then must park on the grass (see parking map) or in the Southwest parking lot near the Denton ISD Bus Garage. Normal cars/SUVs may park in any open parking space.
2. **DRESSING AREAS:** Each school will be assigned a classroom. There are also restrooms. *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, etc) are secured on buses or with associated school instructors.*
3. **INCLEMENT WEATHER:** If weather turns bad, some outdoor events may be cancelled as there is not enough indoor space for everything. In this case, affected schools would be refunded for those events. The PT run would be eliminated from all school scores.
4. **FOOD:** TX-093 will operate a concession stand until 1500 hours.
5. **AWARDS CEREMONY:** The awards ceremony will begin between 1630 and 1700 hours. We cannot delay for schools who departed for any reason.

## **COMPETITION RULES**

**IMPORTANT NOTE FOR INSTRUCTORS AND PARENTS/GUESTS:** **Interference with the judges will not be tolerated. They are volunteers doing their best to be fair in this competition. If you have a major complaint, please address it with either Lt Col Deal or SMSgt Warren.**

1. Routines and judging for the events will, as much as possible, be in compliance with national drill competition standards (AFJROTC has modeled after the AF Nationals). **Specific scores will not be revealed by the judges to team commanders, instructors, or parents. This includes ALL events.**
2. **PRACTICE AREAS:** Southwest Parking Lot, soccer field next to tennis courts, and East side gym.
3. **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. If a team is running late, that team will send a representative to the judge of that event to notify him/her. Late teams may have to wait for another opening to compete in that event.
4. **REPORTING IN:** Each team commander will march their team forward **inside the boundary markers** and halt their team in a location determined by the team commander. When the head judge is positioned, the team commander will report-in including the Commander's name, the name of the school, and the team name. Platoon may be substituted for flight.
5. **INSPECTION:** **WILL CONSIST OF A TOTAL OF 10 CADETS MINIMUM/MAXIMUM INCLUDING THE COMMANDER. NO WEAPONS IN THE INSPECTION AREA.** 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 (Except for Army Units). The only headgear allowed will be the garrison cap (flight cap/Army Beret). The inspector will direct the Team Commander to "Prepare for Inspection".

### Important Note!

*The Inspection Team COMMANDER WILL NOT MOVE TO REVIEW THE CADETS FOR PERFECT DRESS & COVER (Alignment) DURING INSPECTION! Cadets will be instructed to dress & cover only by their commander. Cadets at this level are expected to maintain adequate dress & 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!*

There may be two judges, but both will inspect the flight/unit. One judge may inspect the commander and first element/squad, and the other judge may inspect 2<sup>nd</sup>/3<sup>rd</sup> elements/squads. 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 the first element leader. **Cadets may be asked general questions to establish their ability to communicate. No studying required.** **Grading** will include **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. **PENALTY POINTS: -25 points for each cadet less than 10.**

6. **REGULATION DRILL (Armed/Unarmed/1<sup>st</sup> Year):** **The team must have at least 10 cadets including the commander.** The 1<sup>st</sup> Year Regulation will be in the parking lot and the pad will be 80’ x. 100’. The drill pad for armed and unarmed regulation is outdoors and is 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/ TC 3-21.5. **PENALTY POINTS: -25 points for each cadet less than 10.**

7. **EXHIBITION DRILL:** **The team must have at least 10 cadets including the commander.** The drill area is 60’ x 80’. The Routine should be derived from basic drill movements – nothing that hints as dancing moves or excessive —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. **Routine 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.** **PENALTY POINTS: -10 points for each cadet less than 10.**

8. **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 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:** Located in the gym, each area will be approximately rill pad is 60’ x 80’. When uncasing and casing the colors, TC 3-21.5, paragraph 15-6, a, (1) through (5), b will be followed. The flag bearers must have a pistol belt for stowing the flag cases.

10. **SABER Team: Composed of 9 team members (Cdr + two 4-member elements).** This drill pad is 75' x 75'. In conjunction with other local AFJROTC Drill Competition rules, we're added commands to the routine this year to make it more challenging. **PENALTY POINTS: -25 points for each cadet less than 9.** Guidance on the following is included at the end of this SOP:

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

**NOTE: There is a 5-point penalty for each boundary violation for Drill, Color Guard, and Saber teams.**

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

**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 1 minute rest period between these two events.

#### **PT EVAL START: (IAW Air Force PT Regulation)**

**PUSH-UPS Execution (Weight Room Floor).** The cadet will begin in the starting position with hands slightly wider than shoulder width apart, palms or fists on the floor with arms fully extended and the body in a straight line from head to heel. The feet may be no more than 12 inches apart. The member may rest in the up position only. The cadet may remove their hands or feet from the floor, or bridge or bow their back, but only in the up/rest position. The body should maintain a rigid form from head to heel. The feet may not be supported or braced (e.g., no crossing of the feet). **Complete Push-up.** From the starting position (elbows extended), the member will lower the body to the ground until the upper arm is at least parallel to the floor (elbow bent at least 90 degrees or less) before pushing back up to the starting position (the chest may touch but not rest on or bounce off the floor). The member completes one full push-up after returning to the starting position with elbows fully extended. Incorrect push-ups (e.g., member does not lower body until upper arm is at least parallel to the floor, member does not fully extend elbows when returning to starting position, body bows at the waist, etc.) will not be counted and the cadet counting will RESTATE THE LAST "GOOD NUMBER" until the competitor properly performs the movement. **COMPRESSION SHIRTS OR OTHER "WEIGHTLIFTING" AIDS ARE NOT ALLOWED.**

#### **1 MINUTE REST...**

**SIT-UPS Execution (Weight Room Floor).** The cadet's knees will be bent at a 90 degree angle (throughout the assessment), with the feet or heels in contact with the floor at all times. The cadet's arms will be crossed over the chest with the hands/fingers on the shoulders or resting on the upper chest (Army/Navy may lock hands behind the head). **Foot Hold.** The member's heels must remain anchored to the floor throughout the assessment. The member may request to have their feet held down with the hands or by putting knees on feet but the monitor **MAY NOT** anchor the member's legs by holding onto the calves or stand on the feet during the assessment. **Complete Sit-up.** A complete sit-up is accomplished when the upper torso of the member is raised off the floor/mat, the elbows touch the knees or thighs, and the upper torso is lowered back to the floor/mat until the shoulder blades touch the floor/mat. Elbows must touch the knees or thighs at the top of the sit-up, and the shoulder blades must touch the floor/mat at the bottom of the sit-up. Any part of your hands/fingers must remain in contact with your shoulders/upper chest at all times. Incorrect sit-ups (e.g., elbows do not touch the knees or thighs at the top of the sit-up, shoulder blades do not touch the floor/mat at the bottom of the sit-up, hands/fingers lift completely off the shoulders/upper chest, etc.) will not be counted and the cadet counting will RESTATE THE LAST "GOOD NUMBER" until the competitor properly performs the movement.

#### **1 MINUTE REST...**

**STANDING LONG JUMP Execution (Weight Room Floor).** Will be conducted after the Push-ups & Sit-ups. There will be no running start. **CLEATS ARE NOT ALLOWED.** The distance measured is between the starting line and the closest body part of the jumper to the starting line, measured to the closest inch. Each cadet will get three jumps, the longest counting for score. Start line violations will count as one attempt.

**JUDGE WILL ESCORT TEAM TO TRACK (Also your resting period)....**

**4 x 100 RELAY Execution (Running Track).** 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. **CADETS WILL NOT WEAR SPECIALTY RUNNING/TRACK CLEATS.**

## **12. TUG-O-WAR COMPETITION (1515-1615)**

### **RULES:**

1. Schools may have up to 2 paid teams, but must be completely separate team members. You may end up competing against your own school!
2. An instructor must notify the tug-o-war judge no later than the **START TIME PUBLISHED** if their teams will be delayed arriving in the gym. Otherwise, that school will forfeit their teams with no reimbursement.
3. Single Elimination Tournament. First round will be determined via a random drawing for matchups. Drawings will take place at the registration table upon check-in. If a team fails to show up, the opponent gets an automatic win for that matchup.
4. Location: Large Gym.
5. Two Trophies: Champion and Runner-Up
6. Specific Rules
  - a. NO CLEATS, but gloves may be worn.
  - b. 8 Players Per Team (at least 2 females must be in play). Must all be ACTIVE CADETS
  - c. One pull. The “Anchor” will NOT wrap the rope around their body.
  - d. There will be no changes to the roster after the start of that team’s first round.
  - e. Referee will control the game. Instructors will not interfere in any way or risk elimination.
  - f. Restarts at the discretion of the referee.

<b>School/Team</b>	<b>Judge</b>
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- Inspection focuses more on the team as a whole versus a specific cadet

	Max Points	Poor	Average	Exceptional	Notes
<b>UNIT AND COMMANDER OVERALL</b>					
<b>1. Correct Inspection Procedures</b> Correct formation, open ranks, salutes, verbal requirements, etc.	10	1-2	3-8	9-10	
<b>2. Entry / Exit Overall Quality</b> Unit dress & cover, distance, interval, centering, marching quality	10	1-2	3-8	9-10	
<b>3. Team Unity, Snap &amp; Pop</b> Is the unit "locked on" and tight or just going through the motions	10	1-2	3-8	9-10	
<b>4. Overall Commander Score</b> Verbal projection, presence, bearing, movements of CMDR	10	1-2	3-8	9-10	
<b>INDIVIDUAL INSPECTIONS</b>					
<b>5. Personal Hygiene</b> To include hair, breath, nails, shave, facial hair, & overall grooming	35	1-7	8-28	29-35	
<b>6. Uniform Preparation &amp; Appearance</b> Uniform prepared as per regs; attention to detail	35	1-7	8-28	29-35	
<b>7. Position of Attention / Bearing</b> Cadet correct position of attention & bearing displayed at all times	35	1-7	8-28	29-35	
<b>8. Confidence &amp; Intensity</b> Solid, self-assured demeanor with laser focus sharpness	35	1-7	8-28	29-35	
<b>9. Overall Unit Impression</b> Taken in total, how impressive was the entire unit?	35	1-7	8-28	29-35	
<b>10. Overall Cadet Communication</b> Correctness & depth of any responses given to judge	35	1-7	8-28	29-35	
<b>Max 250 Points</b>		<b>PAGE TOTAL:</b>			
<i>Unit Missing Min # of Cadets [-25 for each below 10]:</i>		<b>GRAND TOTAL:</b>			
<b><i>PENALTY POINTS:</i></b>					
<b>Team Commander Initials:</b> _____					



School/Team	Judge
- All movements scored on a scale of 1 - 5, in 1 pt increments. A 5-point deduction for each boundary violation - Zero for omitted items. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> . - Report in / out will be performed inside the drill area boundary.	
<b>Enter Drill area and REPORT IN</b>	26. To the Rear, March
1. Dress Right Dress	27. To the Rear, March
2. Ready Front	27a. Flight Halt
<b>3. PARADE REST</b>	28. Column of Files from the right (AF: Forward March)
4. Flight (Platoon), Attention	28a. Flight Halt
<b>5. PRESENT ARMS</b>	29. Column of Threes to the Left March
6. Order Arms	30. Column Left March (AF: Forward March)
<b>7. COUNT OFF</b>	31. Double Time, March
8. Right Face	32. Quick Time March
9. Close March	33. Column Left March (AF: Forward March)
10. Extend March	34. Close March / Extend March
11. Left Face	35. Change Step March
12. Open Ranks March (AF: Ready Front)	<b>35a. FLIGHT HALT</b>
13. Close Ranks March	36. Column Left March (AF: Forward March)
14. Left Step March	37. Column ½ Left March
<b>15. FLIGHT HALT</b>	38. Column ½ Left March
16. Left Face	39. To the Rear March
17. Right Step March (4-step minimum)	40. To the Rear March / Flight, Halt
17a. Flight Halt	41. Forward March / Eyes Right
18. Four Steps Forward March	42. Ready Front
19. About Face	43. Column Left March (AF: Forward March)
19a. Forward March	44. Column Left March (AF: Forward March)
20. Column Right March (AF: Forward March)	<b>44a. FLIGHT HALT</b>
21. Column Right March (AF: Forward March)	45. Forward March
22. Column Right March (AF: Forward March)	46. To the Rear March
23. Left Flank March	47. To the Rear March
24. Right Flank March	48. Half Step March
<b>24a. FLIGHT HALT</b>	48a. Forward March
25. Column Left March (AF: Forward March)	49. Left Flank March
<b>Column 1 Sub Total (Max 120)</b>	50. Change Step March / Flight Halt
	<b>Report Out</b>
	<b>Column 2 Sub Total (Max 120)</b>
<b>Commander's Actions: Score each item on 1 – 10 scale, 1pt increments.</b>	<b>Column 1 Sub Total</b>
1. Voice	<b>Routine Total (240 Max)</b>
2. Bearing	<b>Commander's Total (30 Max)</b>
3. Positioning	<i>Boundary Violations (-5) and/or Missing Cadets (-25 ea)</i> -
<b>Commander's TOTAL (30 Max)</b>	<b>Unarmed Regulation TOTAL (270 Max)</b>

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

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

# Armed Regulation Drill TX-093 SkyRaiders Drill Meet

5 Oct 2019

School/Team	Judge
- All movements scored on a scale of 1 - 5, in 1 point increments. A 5-point deduction for each boundary violation - Zero for omitted items. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> - Report in / out will be performed inside the drill area boundary.	
<b>Enter Drill area and REPORT IN</b>	25. Column Left March (AF Fwd March)
1. Inspection, Arms	26. To the Rear March
2. Ready, Port Arms (or Port, Arms)	27. To the Rear March
3. Order Arms	27a. Flight Halt
4. Dress Right, Dress	28. Port Arms
5. Ready, Front	29. Column of Files f/t Right, March
6. <b>PARADE REST</b>	29a. Flight Halt
7. Flight Attention	30. Column of Threes t/t Left, March
8. 15-Count MANUAL, ARMS**	31. Column Left March (fwd march)
9. Right Face / Count, Off	32. Double-time March
10. Close March	33. Quick-time March
11. Extend March / Left, Face	34. Column Left March (fwd march)
12. Open Ranks March (AF Ready, Front)	35. Right Shoulder Arms
13. Close Ranks March	<b>35a. FLIGHT HALT</b>
14. Left Step March (4 step minimum)	36. Column Left March (fwd march)
<b>15. FLIGHT HALT</b>	37. Column ½ Left March
16. Left Face	38. Column ½ Left March
17. Right Step March	39. To the Rear March
17a. Flight Halt	40. To the Rear March / Flight (Platoon) Halt
18. About Face	41. Forward March / Eyes Right
19. Right Shoulder Arms	42. Ready Front
19a. Forward March	43. Column Left March (fwd march)
20. Column Right March (fwd march)	44. Left Shoulder Arms
21. Column Right March (fwd march)	45. Column Left March (fwd march)
22. Column Right March (fwd march)	46. Change Step, March
23. Left Flank March	47. Left Flank March
24. Right Flank March	47a. Flight (Platoon) Halt
<b>24a. FLIGHT HALT</b>	Team Reports Out and Exits
	Column 2 Sub Total (115 Max)
	Column 1 Sub Total
Column 1 Sub Total (110 Max)	
<b>Commander's Actions:</b> Score each item on 1 – 10 scale, 1 pt increments.	<b>Summary</b>
1. Voice	Routine Total (225 Max)
2. Bearing	Commander's Total (30 Max)
3. Positioning	Boundary Violations (-5) and/or Missing Cadets (-25 ea) --
<b>Commander's TOTAL (30 Max)</b>	<b>Armed Regulation TOTAL (255 Max)</b>

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

**Female/Co-Ed Color Guard TX-093 SkyRaiders Drill Meet 5 Oct 2019**

School/Team		Judge	
Routine: - All movements scored on a scale of 1 - 5, in 1 point increments. A 5-point deduction for each boundary violation - Zero pts for omitted items. - Report in / out will be performed inside the drill area boundary. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b>			
1. Enter Drill Area - Uncase Colors <sup>(3)</sup>		12. Right Wheel March (Forward, March)	
2. Report In <sup>(1)</sup>		13. Right Wheel March (Forward, March)	
3. Colors Reverse March (Forward, March)		14. Colors Reverse March (Forward, March)	
4. Left Wheel March (Forward, March)		15. Eyes Right	
5. Colors Reverse March (Forward, March)		16. Ready Front	
<b>6. COLOR GUARD, HALT</b>		17. Left Wheel March (Forward, March)	
7. Order Colors		18. Left Wheel March (Forward, March)	
8. Parade Rest		19. Left Wheel March (Forward, March)	
9. Color Guard, Attention		<b>20. COLOR 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 Max)</b>	
2. Bearing		<b>Commander's Total</b>	
3. Positioning		<i>Minus Boundary Violations (-5 Points each time)</i>	-
<b>Commander's TOTAL (30 Max)</b>		<b>Female/Co-Ed Color Guard Total (120 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).

<b>Commander's Initials</b> _____	<b>Judges Initials</b> _____
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School/Team		Judge	
Routine: - All movements scored on a scale of 1 – 5, in 1 point increments. A 5-point deduction for each boundary violation - Zero pts for omitted items. - Report in / out will be performed inside the drill area boundary. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b>			
1. Enter Drill Area - Uncase Colors <sup>(3)</sup>		12. Right Wheel March (forward, march)	
2. Report In <sup>(1)</sup>		13. Right Wheel March (forward, march)	
3. Colors Reverse March (forward, march)		14. Colors Reverse March (forward, march)	
4. Left Wheel March (forward, march)		15. Eyes Right	
5. Colors Reverse March (forward, march)		16. Ready Front	
<b>6. COLOR GUARD, HALT</b>		17. Left Wheel March (forward, march)	
7. Order Colors		18. Left Wheel March (forward, march)	
8. Parade Rest		19. Left Wheel March (forward, march)	
9. Color guard, Attention		<b>20. COLOR 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 Max)</b>	
2. Bearing		<b>Commander's Total</b>	
3. Positioning		<i>Minus Boundary Violations (-5 Points each time)</i> -	
<b>Commander's TOTAL (30 Max)</b>		<b>Male Color Guard Total (120 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).

<b>Commander's Initials</b> _____	<b>Judges Initials</b> _____
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<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
Routine: - All items scored on a scale of 1-5, in 1 point increments. A 5-point deduction each boundary violation - Subtract 1 penalty point for each second under 5 or over 8 minutes. - Report in / out will be performed inside the drill area boundary.			
1. Report In & Report Out			
2. Team Appearance / Bearing			
3. Routine Floor Use			
4. Routine Marching / Variety			
5. Routine Difficulty		<b>Total Time for Routine (mm:ss)</b>	
6. Routine Precision		<b># Seconds Under 5 min / Over 8 Min</b>	
7. Routine Showmanship			
8. Routine Composition and Flow			
9. Overall Impression			
10. Military Flavor			
<b>Routine Subtotal (Add #1-10) 50pts max:</b>			
<i>Minus Time Penalty Points (-1 per sec)</i>	-		
<i>Boundary Violations (-5) and/or Missing Cadets (-10 ea)</i>	-		
<b>Routine Total: (50pts Max)</b>			
<b>Commander's Actions: Score each item on 1 – 10 scale 1 pt increments.</b>		<b>SUMMARY</b>	
1. Bearing		<b>Routine Total (50pts Max)</b>	
2. Positioning		<b>Commander's Total (20pts Max)</b>	
<b>Commanders Total (20pts Max)</b>		<b>Unarmed Exhibition Total (70 Max)</b>	

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

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

<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
Routine: - All items scored on a scale of 1 – 5, in 1 pt increments. A 5-point deduction each boundary violation - Subtract 1 penalty point for each second under 5 or over 8 minutes. - Report in / out will be performed inside the drill area boundary.			
1. Report In / Report Out			
2. Team Appearance			
3. Routine Composition and Flow			
4. Team Bearing			
5. Team Marching / Movement		<b>Total Time for Routine (mm:ss)</b>	
6. Aerial Difficulty		<b># Seconds Under 5 min / Over 8 Min</b>	
7. Movement Difficulty			
8. Movement Precision			
9. Use of Weapons			
10. Routine Showmanship/Military Flavor			
11. Overall Impression			
<b>Routine Subtotal (Add #1-11) 55pts Max:</b>			
<i>Minus Time Penalty Points (-1 per sec Over/Under)</i>		-	
<i>Boundary Violations (-5) and/or Missing Cadets (-10 ea)</i>		-	
<b>Routine Total: (55pts Max)</b>			
<b>Commander's Actions: Score each item on 1 – 10 scale 1-pt increments.</b>		<b>SUMMARY</b>	
1. Bearing		<b>Routine Total (55 pts Max)</b>	
2. Positioning		<b>Commanders Total (20 pts Max)</b>	
<b>Commander's Total (20pts Max)</b>		<b>Armed Exhibition Total (75 pts Max)</b>	

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

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

**1<sup>st</sup> Yr Unarmed Regulation Drill TX-093 SkyRaiders Drill Meet 5 Oct 2019**

<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
- All movements scored on a scale of 1 - 5, in 1 point increments. A 5-point deduction for each boundary violation. - Zero for omitted items. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> - Report in / out will be performed inside the drill area boundary.			
1. Enter Drill area and 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	
<b>5. OPEN RANKS MARCH</b>		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	
<b>13. ABOUT FACE</b>		<b>30. FLIGHT HALT</b>	
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 (85 Max)</b>	
		<i>Boundary Violations (-5) and/or Missing Cadets (-25 ea)</i>	-
<b>Commander's Actions: Score each item on 1 – 10 scale.</b>		<b>Routine Total (170 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 max)</b>		<b>First Year Unarmed Reg Total (200 Max)</b>	

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

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

<b>SCHOOL / TEAM:</b>		<b>JUDGE:</b>	
- All movements scored on a scale of 1 - 5, in 1 point increments. A 5-point deduction for each boundary violation. - Zero for omitted items. - A 5-second pause should be maintained after executing all <b>BOLD UPPERCASE COMMANDS</b> - Report in / out will be performed inside the drill area boundary.			
1. Enter Drill area and REPORT IN		25. To the Rear, March	
2. Draw Sabers		26. To the Rear, March	
3. <b>PRESENT ARMS</b>		27. Half Step, March	
4. Order, Arms		28. Mark Time March	
5. Ceremonial At Ease		29. <b>FLIGHT, HALT</b>	
6. Attention		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 (Forward march)		35. Ready, Face	
12. To the Rear, March		36. Forward, March	
13. To the Rear, March		37. Column Right, March (Forward march)	
14. Change Step, March		38. Flight, Halt	
15. Column Right march (Forward march)		39. Left, Face	
16. Eyes, Right		40. Right Step, March	
17. Ready, Front		41. Flight, Halt	
18. <b>FLIGHT, HALT</b>		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 (Forward march)			
23. Left Flank, March			
24. Right Flank, March		<b>Column 2 sub total (105 Max)</b>	
		<b>Column 1 sub total (120 Max)</b>	
<b>(Platoon may be substituted for flight.)</b>		<i>Boundary Violations (-5) and/or Missing Cadets (-25 ea)</i>	-
<b>Column 1 sub total (120 Max)</b>		<b>Routine Total (225 Max)</b>	
<b>Commander's Actions: Score each item on 1 – 10 scale.</b>			
1. Voice		<b>Summary</b>	
2. Bearing		<b>Routine Total</b>	
3. Positioning		<b>Commander's Total</b>	
<b>Commander's Total (30 max)</b>		<b>Grand Total (255 Max)</b>	

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

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



SCHOOL / TEAM:	JUDGE:
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<b>Push-Ups: 0 – 4: zero points</b>				
<b>&gt; 4: 1 point for each push-up</b>				
	<b>Number</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>Number</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>Standing Long 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 Jump Points</b>			<b>x 1/4</b>	

<b>Relay: Point scale goes from 85pts for 47.0 sec to 20pts for 1:10.0 +</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>Team Run Points</b>	
<b>Points (See Chart):</b>		<b>Subtotal</b>	
		<b>x Adjust Factor</b>	

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

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

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

Sit-Ups: 0 – 29: zero points > 29: 1 point for each sit-up				
	Number	Points		
<b>Cadet 1</b>				
2				Team
3				Sit-up
4				Score
<b>Total Team Sit-up Points</b>			x 1/4	

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

Relay: Point scale goes from 125 for 39.0 sec to 25 for above 1:07.0		Team Summary	
<b>Relay Time:</b>		Team Push-up Score	
<b>Points (See Chart):</b>		Team Sit-up Score	
		Team Jump Score	
		Team Run Points	
		<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 and / or Tug – o – War 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 AFJROTC Department, the AFJROTC 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***

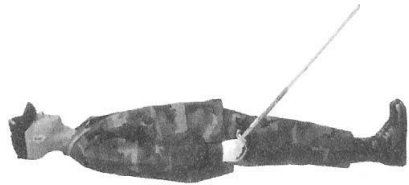
# CEREMONIAL AT EASE

## CEREMONIAL AT, EASE!



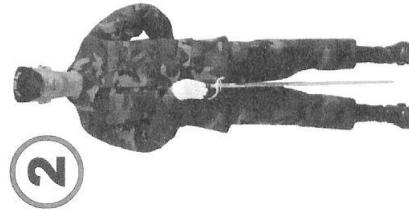
On the preparatory command of Ceremonial-At, the officer/enlisted individual will stand fast.

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.

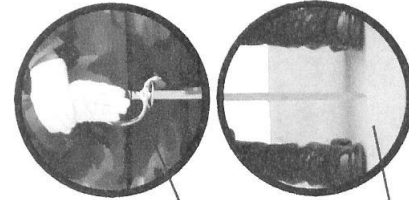
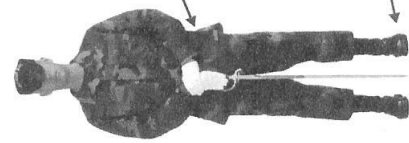
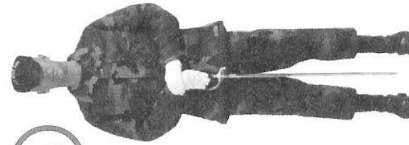
## START OF MOVEMENT



(1-2 inches)

2

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.



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.

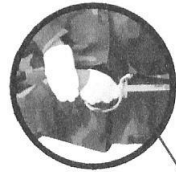
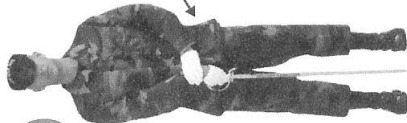
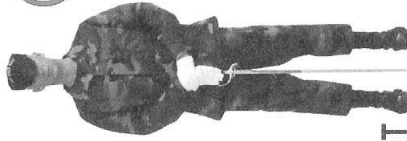
## END OF MOVEMENT



# 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 BILLY RYAN HIGH SCHOOL

Denton Independent School District  
5101 East McKinney Street  
Denton, Texas 76208

From I-35 E: Exit S. Loop 288; Right on Loop 288; Right on McKinney St; School on Left

From I-35 W: Exit N. Loop 288; Left on McKinney St; School on Left

